

Nicolas Barriere-Kucharski

Game Designer//3D Artist

🏠 Montreal, Canada
☎ 450 641 9269
✉ barriereknicolas@hotmail.com
🌐 sorano.ca
🗣 English, french, japanese

Projects

- ENDI Tank Battle (iPhone game)**
Summer 2010 *ENDI, Québec - Student Studio*
Game design and level design.
- Flubs (flash game)**
Summer 2010 *ENDI, Québec - Student Studio*
Game design.
- Fourth (independent video game)**
Autumn 2009 *CART CGD – Concordia University*
Game design and level design.
- Odd Society (independent video game)**
Winter 2009 *Odd1, Montréal – Independant developer*
Environment and character modeling, textures, uv mapping.
- Fact3 (unreal Mod)**
Winter 2009 *Team Fact3 – UQAT*
Environment and character modeling, textures, uv mapping.



Experience

- Game Designer**
Summer 2010 *ENDI, Québec*
iPhone and Flash game development.
Project organisation.
Mentoring by Frima Studio.
Application of Scrum software development methodology.
- 3D Artist**
Winter 2009 *Odd1, Montréal*
Participation in the production of an independent video game project.
Application of Agile software development methodology.
Production experience with small team.
- 2D Artist**
Winter 2007 *Info-Kit Technologies, Brossard*
Concept and visual design for software development.
Interface design, illustration and photography.

Education

- Bachelor's degree with major in 3D Creation**
2007 - 2009 University of Québec in Abitibi-Témiscamingue, Longueuil Campus.
- DEC in Multimedia Integration Techniques**
2004 - 2007 Édouard-Montpetit College, Longueuil.



Tools

Autodesk 3D Studio Max
Pixologic Z-Brush
Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere, Encore, Flash, Dreamweaver)
Unity Game Engine
Unreal Development Kit
UV Layout
V-Ray



Personal qualities

Highly receptive
Positive outlook
Organized
Cooperative



Interests

Video games
Illustration
Comic books
Electronic music
Literature
Japanese culture

References on demand