

# Gabriel Forget – Game programmer

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Email : gforget2@gmail.com

Portfolio : [www.artanist.com](http://www.artanist.com)

Current project on Github :

<https://github.com/gforget/FakeXCOM/tree/main>

<https://github.com/gforget/Simple-Shooter-AI-Extended>

Languages: French and English

## *Education*

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**2010 - 2016**

**Bachelor degree in IT engineering**

École de technologie supérieure (ÉTS)

Quebec University, Montréal

**2005-2008**

**College degree in Multimedia integration**

Cégep de l'Outaouais, Gabrielle-Roy campus

## *Particular knowledge*

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**Programming :**

C# (expert level skill)

**Language**

C++ (advance level skill)

**Software :**

Unity 3D,  
Unreal Engine 4 and 5,  
Visual Studio, Rider,  
Blender, Photoshop

**Versioning tool :**

Git  
Perforce

**Web**

**Programming:  
language**

ActionScript 2 et 3  
PHP (SQL, MySQL databases)  
Javascript (AJAX, DHTML, JQUERY)  
VB.NET (web development)

## *Professional experience*

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**June 2023 -  
Octobre 2023**

### **Gameplay/AI Programmer – Red Barrels**

I worked on the NPC of Outlast Trials. My principal task was to debug the behaviour of the current NPC in the game. I was also part of the development of a new NPC archetype that has been released at the end of Octobre 2023.

**May 2021 -  
June 2023**

### **Gameplay/AI Programmer – Stockholm Syndrome.AI**

I have worked in the service branch of the company, which essentially do 'work for hire' job. I was the main programmer charged with implementing solution depending on the client need, which often involve Game AI.

Client / Project:

- Happy Volcano / You Suck at Parking - Implementation of a custom pathfinding system for a car game
- Génie Lab / Bear Tale - Implementation of the entire VR project
- Airship Syndicate / Unannounced project - Implementation of the navigation system for NPC
- Wild Arts / Born of bread - Refactoring and implementation of the attack system for the companions

**2017-2020**

### **Solo Developer / Owner at Cave Mist Interactive**

I registered an independent video-game company where the project has changed multiple times. At this moment, I am working alone on a mobile game call Sphere VS Cube currently available in Open Beta on Google Play.

**April to July  
2017**

### **Smart Pixel – ABB Project**

I was the principal "Front End" developer on a touch application that used 8 giant screens. This application allows multiple clients to interact with the portfolio of ABB (an engineering company). These 8 screens can be combined into 1 so that a sale person can do a public presentation with it. It was one of the first applications of its type in Canada.