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About Me

Software engineering and game development freelancer aspiring to break into aerospace. Pure and Applied Science(200.B1) student at Collège Lionel-Groulx.

Profile

- Software engineering and game development freelancer
- Leadership and teamwork across projects
- Technical planning from given roadmap from clients and contractors
- Interactive tutoring/mentoring based on level for technical fields and academics

Technical Skills

- Programming Languages(C#, Python, JavaScript, Lua)
- Game Engine(Unity, Roblox Studio)
- 3D Modeling(Blender)

Work Experience

Full-Stack and Lead Developer (2025 - now)
Magicbox Logistics LLC
- Create technical plans and roadmaps for business problems
- Statistical modeling to estimate product sales and trend velocity
- Usage of databases for trending products
- AI assistant for workflow automation

Full-Stack Developer (2024)
Boss Studios LLC
- Minecraft BedWars styled game
- PvP combat, building systems, projectiles, melees, inventory systems
- Lobby systems

Frontend Developer (2024)
Oakley Productions LLC
- Contributions to “Anime Defenders”, a tower defense game
- Project currently generates +3.4B total visits and peaked at 100K concurrent users
- Visual effects for “units” involving particles, projectile motion and bezier curves

Full-Stack Game Developer (2020 - now)
Freelancer/Contractor
- Applied mathematics(matrices, vectors, derivatives, intersection math, etc.)
- Applied physics(kinematics, projectile motion, springs, light reflection, momentum, etc.)
- Networking, animations, visual effects, UI/HUD, AI pathfinding, data storage and more

Relevant Coursework

Advanced Calculus/Calculus III (Winter 2026)
- Taking course out of interest
- Intention of learning for engineering

Math and Physics Courses (2025 - 2026)
- Took discrete mathematics and advanced calculus course based on interest
- Average mathematics R-Score(~29.691)
- Average physics R-Score(~28.028)

CEGEP Integrative Project (Winter 2026)
- Building a wind turbine in physics

Relevant Extracurricular Activities

"Déplace de l'air" Contest (2026)
Polytechnique Montreal
- Lead a team of 3 for the wind turbine contest
- Research on blade aerodynamics, alternator designs and other turbine physics
- Brainstorming and experimentation with teammates
- Planning constraints, tradeoffs, meetings and testing

CFD Simulation (2026)
- Programmed “Computational Fluid Dynamics” based on game engine constraints
- Steering algorithm inspiring from boids and pressure forces to simulate trajectory
- Bernoulli’s principle for velocity and pressure

Open House Volunteering (2026)
Collège Lionel-Groulx
- Volunteer as pure and applied program guide
- Guiding visitors in labs
- Answering inquiries and encouraging STEM field

Game development/Programming Mentor (2023 - now)
- Guided/tutored 10+ peers in programming courses
- Mentored a senior student for their Unity integrative project in 200.C1(2025)
- Taught various game development concepts to students(FABRIK Inversed Kinematics, A* Pathfinding, Projectile Motion, Collider Logic, etc.)

Interests

Aircraft and spacecraft design, aerodynamics, embedded systems, computer hardware/software, weightlifting/calisthenics