Nicolas Prud'Homme
Software Engineer

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Summary

Computer Science and Computation Art graduate student with a focus on interactive media, computer graphics, and web programming. Currently seeking a work opportunity in the creative industry to further develop my skills as a software engineer and digital artist.

- Extensive knowledge of object oriented design, data structures, and web technologies
- Good foundation in graphic design and creative work using TouchDesigner, Max MSP, and Adobe CC softwares.
- Experimented with C++, Python and complex computer graphics API to create interactive softwares and internet-enabled artworks.

Academic Projects

Voidfilling   2020

- Created an interactive visual artwork on the transformed social interactions caused by the quarantine and self-isolation
- Used TouchDesigner for the generative visuals and Python with Twitter's API for the back-end
- Presented the artwork using streaming platforms, such as Zoom or Twitch

Fluid Simulation   2020

- Fully implemented a particle-based viscoelastic fluid interactive simulation using C++ and Openframeworks
- Made use of appropriate spatial data structure and object oriented programming to optimize the performance and management of the system
- Integrated impulse-based collision handling, interactive camera and offline rendering functionalities

In.finite exhibition website   2020

- Designed and programmed the website of Concordia Design and Computation Arts virtual exhibition of 2020 at in-finite.ca.
- Formalized a proposal for the technology stack to be used and gave training to other team members on how to use our chosen stack.
- Worked with Vue JS Frontend framework and Kirby CMS to serve the content.

Work Experience

Audiovisual Technician
Le Belmont, Freelance
Montreal
Septembre 2017 - Today

- Set up, operated, and maintained audio-visual equipment, sound and lights, for various type of events.
- Demonstrated coordination skills and leadership while interacting with artists during soundcheck and performance
- Currently in house technician at Le Belmont and doing jobs as a freelance Onyx operator.

Animator, Illustrator
A Little Idea Co.
Manchester, UK
June - November, 2015

- Designed and animated a presentation video of a sports product to raise funds for various charities.
- Collaborated with an artistic director and followed his instructions to guide the creation of drawings and animations.

Graphic Designer and Video Editor
SDMC Production
Manchester, UK
February - May, 2015

- Edited various productions such as reality shows, short documentaries, trailers, and commercials.
- Created a press-kit for the promotion of a reality TV show.
- Adjusted the saturation and brightness level of the video to ensure that they comply to British television standards.

Education

Bachelor of Computer Science, Computer Application & Computation Arts (double Major)
Concordia University, Montréal
2016-2020

Diplôme d'études collégiales (DEC), Technologie de l'électronique
Spécialisation Audiovisuel,
Cégep Limoilou, Québec
2011-2014

Programming Languages

C++
Python
JavaScript
HTML
CSS
PHP

Technologies

OpenGL/WebGL
Openframeworks
Vue JS, Nuxt
SASS
jQuery
Node.JS
MongoDB
Git

Softwares/Hardware

Audiovisual
TouchDesigner
Max/MSP/Jitter
Onyx
Ableton Live, Logic Pro X, Pro Tools
Yamaha 01V96 and similar

Adobe Suite
After Effects
Premiere
Photoshop
Illustrator
InDesign

Languages

Fluently bilingual,
English and French