

Zachary Meunier

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📄 [linkedin](#)

Skills

C++

C#

GScript

Python

Java

HTML/CSS

Engines

Unreal Engine

Godot

Unity

Languages

French

Native

English

Fluent

Spanish

Beginner

Interests

Video games

Sports

Cinema

Experience

Neon Polygons

Game Developer

Novembre 2024 - Present

Web Developer Intern

Department of National Defence

March 2024 - May 2024

IT Intern

Department of National Defence

June 2022 - August 2022

Various Student Jobs

October 2018 - Present

Education

Université du Québec à

Chicoutimi

Baccalauréat en développement de jeux vidéo

August 2024 - April 2026

Cegep de Ste-Foy

Technique programmation web, mobile et jeux vidéo

August 2021 - May 2024

École secondaire Neufchatel

Diplome d'étude secondaire PEI

August 2016 - June 2021

Projects

Ubisoft Game Lab Competition Participant

January 2026 - April 2026

🔗 <https://montreal.ubisoft.com/fr/nos-engagements/education/concours...>

Piece By Piece

November 2024 - Present

🔗 https://store.steampowered.com/app/3249380/Piece_by_Piece/

Newton & Bolt

August 2025 - December 2025

🔗 <https://astro-starboy.itch.io/newton-et-bolt>

School project in collaborations with game artists with industries like setting

Collateral Damage

January 2024 - March 2024

🔗 <https://psonbre.itch.io/collateral-damage>

Capstone Project (Cégep Diploma)

Awards

Second Place

2026

Code Game Jam

First Place WonderJam

Fall 2025

UQAC

First place WonderJam

Spring 2025

UQAC

First place WonderJam

Fall 2024

UQAC

First Place

2023

Intercollegiate GameJam Valleyfield

Second Place

2022

Intercollegiate GameJam Valleyfield