EDOUARD MURAT - GAME DEVELOPER

St-Leonard (QC) H1R 2X5 | **514-804-5475 |** edouardmurat1@gmail.com
Portfolio: edouardmurat.com | GitHub: github.com/MuratEdouard
French: fluent | English: fluent

OBJECTIVE

Passionate game developer with 15+ years of IT experience and a strong background in computer engineering and psychology. Eager to join an indie studio to build engaging, innovative games.

TECHNICAL SKILLS

- Game Engines: Unity, Godot
- Programming Languages: C#, GDScript, Python, Java, HTML/CSS, JavaScript, SQL
- Frameworks & Tools: Django, Nginx, Git, GitHub, Blender, Inkscape, GIMP, Audacity
- Databases: SQLite, MySQL, Redis, Oracle
- Other: DB admin, Agile, TDD, SEO, Google Analytics, Stripe integration

PROFESSIONAL EXPERIENCE

Full-Stack Game Developer - EdNoKa, Montreal   2022 - Present

Founder and lead developer of an educational gaming platform integrating interactive quizzes with games.

- Designed and developed five educational games from concept to deployment using Unity & Godot
- Beta tested on Steam, Google Play, and Apple Store
- Built and maintained a user-friendly website integrating games, quizzes, and user data
- Implemented backend systems with Django and Nginx, managing user authentication and data storage
- Integrated Stripe for payment processing and optimized site SEO using Google Analytics and Ads
- Utilized Git and GitHub for version control and task management within an Agile framework

Web Developer and Graphic Designer - HeadPause, Montreal   2018 - 2020

- Developed and maintained the company website, enhancing user engagement and lead generation
- Created visual content including animations, logos, and promotional materials
- Managed social media accounts and executed targeted advertising campaigns

SELECTED GAME PROJECTS

(Full list of playable games at edouardmurat.com)

Base of 30 - Rogue hack & slash through 30 procedurally generated rooms   2025
- Designed enemy AI behavior trees, room generation algorithm, and difficulty scaling

Agent Ka - Waldo-like game in a generated city with crowds and powers   2024
- Built city generation system, crowd simulation, and unique vision-based powers

Veggies Island - Farming game on a cartoonish island   2024
- Implemented farming system with weather system that impacts the crops

Pico Golf - Mini golf challenges with physics-based terrain   2023
- Developed various golf courses with various levels of difficulty

Aerial Ambush - Skill-based platformer with homing missiles   2023
- Created responsive player controls and a homing projectile system

Earlier titles include Tomb, Left 4 Dead 2D, Meditation Card Game, Fruit, Archer, and Meditation World VR

EDUCATION

Bachelor of Psychology - Concordia University, Montreal   2015 - 2017

Bachelor of Computer Engineering - University of Sherbrooke, Sherbrooke   2005 - 2009

College Diploma - DEC in Sciences - Stanislas College, Montreal   2003 - 2005

CERTIFICATIONS

Certified Associate Python Programmer, Python Institute   June 2024

Oracle Professional Certification, Java SE 7 Programmer   January 2013

Oracle Associate Certification, Java SE 7 Programmer   July 2012

REFERENCES AVAILABLE UPON REQUEST