



Louis Thériault-Boivin

*Creative Technologist
Interactive Dev*

9 to 5

Interactive Developer / VFX Artist (Unity, Unreal, Shaders, C#, AR/XR) - DPT
2019- 2021

Interactive Developer - (Unity, Python, OpenCV, Touch Designer) - Réalisations Montréal
2017- 2019

Interactive Trainer - Société des Arts Technologiques
2017

Technical Trainer - Apple Canada
2016 - 2017

Genius - Apple Canada
2015 - 2017

Art Shows and other cool stuff

Zora Jones - 10 Billions Angels (en collaboration avec Zora jones et Sinjin Hawke), Montréal Canada
2020

Objekt + Ezra Miller (Setup facial MOCAP Realtime), Berlin
2019

Conscious Coin (with Samuel Walker) - Festival Chromatic, Montréal
2018

Admin Pavillon - Galerie Ubisoft, Ubisoft Montréal
2017

Invited Speaker - Symposium 2017, Société des Arts Technologiques
2017

Art Market Simulator - Superchief Gallery, New York
2017

Closing Ceremony, for Felt Zine, b4bel4b Gallery, Oakland California
2017

Second Night - Nuit Blanche, Espace des Mêmes-Cacaïstes, Montréal
2017

Moment Factory Scholarship
2017

Nocturne du MAC - Video Mapping and VJ'ing, Montréal en Lumière, Musée d'art contemporain de Montréal, Montréal
2014

Coffees and Exams

Université du Québec à Montréal
Médias interactifs, 2016-2019

Collège Édouard-Montpetit
Intégration multimédias, 2011 - 2013

Skills and Techs

Skills :

- **Creative Technology** : R&D, Consultation, Prototypes
- **XR - AR VR**
- **Filtres Instagram + Facebook** : Spark AR
- **3D - Modeling, Shading, Rigging, Rendering**
- **Realtime VFX - Unity + Unreal, Shaders, Particles**
- **Real Time 3D - Unity + Unreal, Shaders**
- **Real Time Visual - Touch Designer**
- **Back End - Node JS, Mongo DB, NGINX, Google Cloud, Encryption and Security Bash**
- **Machine Learning - Darknet, Tensor-flow et Unity ML Agents**

Programming Languages:

- **C#**
- **Python**
- **Javascript (Front end + Node JS)**
- **C++ (Unreal Engine)**

Human Languages:

- **French + English**

Website + Instagram

Lets have a chat about
crazy ideas

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