

# Alex Tardif

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## Recent Employment

ZeniMax Online Studios, Cockeysville, MD

December 2018 --- Present

### Lead Graphics Programmer

- Leading a team of graphics programmers to develop a new renderer for a brand new engine.
- Tech: C++, DirectX 12, Vulkan, HLSL

ZeniMax Online Studios, Cockeysville, MD

April 2015 --- December 2018

### Graphics Programmer

- Expanded feature-set and improved the renderer for ESO. Primary contributions were compute particles, procedurally textured environments, console support, and setting ESO up for long-term stability.
- Tech: C++, DirectX 11, Vulkan, GNM, OpenGL, HLSL, GLSL

WB Games Boston, Boston, MA

June 2013 --- April 2015

### Associate Graphics Software Engineer

- Created new engine features for artists and designers, and improved existing graphics systems for Infinite Crisis, Lord of the Rings Online, Dungeons and Dragons Online, and mobile titles.
- Tech (PC Games): C++, DirectX, OpenGL, HLSL, GLSL  
Tech (Mobile Games): C#, C++, Unity

## Education

Champlain College, Burlington, VT

Aug. 2009 --- May 2013

Major in Computer Science and Innovation, minor in Game Programming.

- Graduated summa cum laude, 3.95 GPA

## Skills/Experience

### Technical Skills

- Proficient with: C++, DirectX 12, Vulkan, HLSL, GLSL
- Familiar Tools: PIX, GPA, RenderDoc, Perforce
- Keeps up to date on modern rendering techniques

### Non-Technical Skills

- Highly collaborative and communicative
- Comfortable sharing information and mentoring
- Experience working with teams that work both on-site and remote
- Quick to learn and highly adaptable
- Also fluent in Canadian French

References furnished upon request