

## **Cyril A. MacIsaac**

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613-899-7266      contact@cyrilmacisaac.com  
www.cyrilmacisaac.com

### **Profile**

I am a software developer with a passion for video game and multimedia development. In my professional career I've worked on many projects on different platforms and worked with a large variety of different technologies providing me with a wealth of valuable insight and experience. Even when working on the smallest tasks I always have the big picture in mind.

### **Core competencies**

#### Languages

- C++, C, C#, Java
- Javascript, HTML, XML, CSS, SQL, Java, .Net, Php, ActionScript
- OpenGL, DirectX, HLSL

#### Technologies

- Visual Studio, GCC, NetBeans, Git, NPM
- Windows and Redhat Linux environments
- Jira, Confluence, Bitbucket, Jenkins, FMOD, Miles Sound System
- Xbox 360 and PS3 Development tools

#### Qualifications

- 11 Years of programming and development experience
- 5 Years of game development experience
- Great troubleshooting and diagnostic skills
- Quick learner
- Great team player

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**Professional experience**

**Kongsberg Geospatial**

*Sept 2017 - Nov 2020*

*Software Developer and Technical Support*

- Maintained and developed features in existing software with C++ for both Linux and Windows environments
- Helped to develop prototype applications in React
- Point of contact for customer issues and support
- Worked on Web port of TerraLens SDK

*Key accomplishments*

- Developed external plugin system and several plugins for loading and rendering new data formats

**MNP**

*Oct 2016 - July 2017*

*Consultant and Developer*

- Maintain and develop web components in TeamSite using XML and XSL
- Helped develop a public facing web portal for the government of Manitoba
- Developed a user interface in java for an in house ROT tool

**Espial Inc**

*May 2014 - July 2016*

*Integrated Web Application and Software Developer*

- Used Javascript with Canvas and WebGL to develop user interface software for cable set top boxes
- Built and maintained multiple layers of software
- Coordinate with several other developers to design and implement new application frameworks together
- Mentor new developers to share knowledge and encourage cooperative programming practices

*Key accomplishments*

- Wrote a new event dispatching system that was 99.5% more efficient in most cases
- Converted a large Canvas web application into a WebGL application
- Wrote an automated localization system that could dynamically update visible content when the language was changed

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*Professional experience (continued)*

**Fuel Industries**

*Oct 2012 - Apr 2014*

*Web Application and Game Developer*

- Programming and development of ActionScript based games for a Web environment aimed at youth audiences
- Developed and maintained various tools and libraries for AR, 3D and Production tools
- Wrote engine code and tools for 3D environments in flash from the ground up
- Worked with both new and legacy code under extremely tight deadlines to produce new content every two weeks

Key accomplishments

- Development of a 3D environment for a flash web MMO - Happy Studio

**ARTECH STUDIOS**

*Mar 2010 - Dec 2011*

*General programmer*

- Programming and development of video games for various platforms, including but not limited to, Xbox/Kinect, Playstation 3 and iPad
- Wrote and maintained both low level engine and high level game code; consistently worked on the abstraction layer for various audio engines
- Managed time effectively to meet restrictive deadlines while maintaining a consistent standard of quality in the code
- Collaborated and coordinated with other programmers, artists and level designers to complete assigned tasks in a professional and timely manner

Key accomplishments

- Published games: The UnderGarden and Motion Explosion

**TECH GEMINI, INC**

*Oct 2009 - Mar 2010*

*Programmer*

- Maintained and developed various data management applications in both C++ and C# in the position of lead developer
- Adhered to a strict coding practice to maintain the code on legacy technology

Key accomplishments:

- Greatly improved the performance of the data management application

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**Education**

**ALGONQUIN COLLEGE**

*2006-2009*

*Video Game Development*

- Programming in C++, C#, DirectX 9, OpenGL and HLSL
- Coding, Audio, Graphics, UX and Level design, and Project management
- Design and build a released video game from scratch
- Critical team and project management skills

*Reference*

**Jackie Armitage**

Software Developer at Kongsberg Geospatial

613-302-8611

[jacqueline.s.armitage@gmail.com](mailto:jacqueline.s.armitage@gmail.com)

*Portfolio*

My portfolio is available online at [www.cyrilmacisaac.com](http://www.cyrilmacisaac.com)