Philippe St-Laurent-Recoura

2115 Carré Mauger, G2B 1Y4, Québec
418 446-0461
philippestlr@gmail.com
Linkedin
Portfolio

Skills

Languages

- C#
- C++
- Java
- Html/CSS
- SQL
- JavaScript / TypeScript
- Php
- Python
- Dart

Engine / Frameworks

- Unity
- Godot
- Unreal Engine
- Android Studio
- Flutter
- Vue
- React
- Angular

Languages

French: First language
English: Advanced
Spanish: Beginner

Passion

- Music
- Cinema
- Video games
- Running

Career

Developer and Designer — Neon Polygons (November 2024 - Today)

- Development of an independent video game
- More than 6000 wishlists
- https://store.steampowered.com/app/3249380/Piece_by_Piece/

Final internship — Center for Digital Imaging and Interactive Media (March 2024 - July 2024)

- Mobile development on the IPêche application
- Development of a VR project with Meta Quest 3 on the Unity engine (Lead developer on the project)

ATE internship — Kupa Station (May 2023 - July 2023)

- Web development in JavaScript/React
- Design and creation of new components on websites

ATE Internship - Revenu Québec (May 2022 - July 2022)

- Backend development in C#
- Frontend development with Angular

Education

Bachelor's degree in Video Game Development - Université du Québec à Chicoutimi (2024 - 2026)

DEC in Computer Science Technology - Cégep de Sainte-Foy (2021 - 2024)

PEI Program - Neufchâtel High School (2016 - 2021)

Awards

Competitions

- Second place at the 2026 Code Game Jam at the Montpellier University Institute of Technology
- First place at Wonderjam Fall 2025, Winter 2025, and Fall 2024
- First place at the 2023 Valleyfield Intercollegiate Video Game Creation Competition
- Second place at the 2022 Valleyfield Intercollegiate Video Game Creation Competition

Scholarships

- Member of the UQAC 2025 Honor Roll
- Beenox Excellence Scholarship 2024
- Imagine Scholarship 2024