

Marc-Antoine Renaud

Android Engineer

Native English and French speaker, Developer, Tokyo.



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📍 Shibuya, Tokyo, Japan

WORK EXPERIENCE

Android Lead Engineer Rakuten Symphony

03/2022 - Present Tokyo, Japan
Lead Android developer for a personal cloud storage application.

Achievements/Tasks

- Lead a small team of Android developers (~4)
- Additional knowledge in BE and iOS development

Team Leader Dollarama

06/2011 - 02/2020 Montreal, Canada
Inventory stock, shelving, serving customers, coordinating a team.

Project Coordinator Youth Fusion

10/2018 - 06/2019 Montreal, Canada

Achievements/Tasks

- Teaching teenagers how to make games, from concept to final release.

Programmer-Analyst NMédia Solutions

04/2017 - 07/2017 Drummondville, Canada

Achievements/Tasks

- Develop accounting and administration services as web applications.
- Refactor and improve existing projects, both internal tools and client-facing services.

EDUCATION

Japanese Akamonkai Japanese Language School

04/2020 - 12/2021 Tokyo, Japan

Minor in Video Games Studies University of Montreal

06/2018 - 01/2020 Montreal, Canada

Major in Japanese Studies University of Montreal

09/2018 - 07/2019 Montreal, Canada

Technical Degree in Computer Science Cégep of Drummondville

09/2013 - 06/2016 Drummondville, Canada

SKILLS

Kotlin

OkHttp

Retrofit

Hilt

Moshi

XML

GoLang

C#

Swift

JavaScript

JetBrains IDEs

Microsoft Office

Photoshop

PERSONAL PROJECTS

Mark's Fine Accounting (2023)

- Personal mobile accounting app for me and my partner

Doorstop (Godot) (2020 - Present)

- Mobile gesture-based minigame collection

TODISOIAVM (Godot) (2020 - Present)

- Narrative-oriented walking simulator

A Tiny Step For Mankind (Unity) (01/2020)

- Local multiplayer minigame collection

Ugetsu Monogatari (UE4) (2017)

- First person adaptation of a traditional Japanese Tale

Misc Games for the PICO8 virtual console

- Endless Train (Procedural 2D side-scroller)
- Exatopia Adventures (Top-down RPG)
- Super Combo Lover (Game jam entry)

ACHIEVEMENTS

Leading a team

Lead and assist a team of about 4 developers following the scrum process, planning dailies and coordinating tickets.

Coordinating refactoring efforts

Successfully coordinate refactoring on a project with no documentation and none of the original developers left in the team.

LANGUAGES

English

Native or Bilingual Proficiency

French

Native or Bilingual Proficiency

Japanese

Professional Working Proficiency

INTERESTS

Drawing

3D Modeling

Game Development