Calvin J. Moisan

Check out my video cover letter to learn about my gaming passion: https://www.youtube.com/watch?v=9cSz6wyvvsl

Qualifications
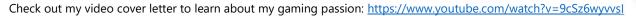
- **Bringer of Clarity** | Cutting through the noise to reduce confusion, identify a clear message, key insights, or issues which need to be addressed. It is learning to be patient, knowing when to speak, and when to listen.
- **Builder of Relationships** | Even the most technical work is helped by developing a positive relationship and practicing empathy.
- **Problem Solver** | I've applied my empathy and troubleshooting skills to lead the resolution for high priority technical, and non-technical, issues facing external customers and internal stakeholders.

Professional Skills

Leadership

- Regional leader in the Microsoft University hire program "Aspire". Working with an international team to onboard talent, develop and deliver networking and continuing education content, and support university hires over a 2 year period.
- Developing and leading process improvement and soft skills training initiatives for a team of around 50 full time employees and vendors.
- Established and leading morale team, hosting monthly virtual happy hours and events outside of work to increase comradery, diversity, and inclusion.
- Leading by example: achieved multiple customer hero award for demonstrating empathy, ownership of issues, and customer obsession.

Organizational

- Organizing and hosting fund raising events on a local and national level. Helped to raise over $100,000 for charities in the last 4 years.
- Managing and updating Trello, MSFT Dev Ops, and other similar Kanban boards at Eagre and Microsoft.
- Completed successful Kickstarter Campaign raising over $57,000 https://www.kickstarter.com/projects/eagregames/zed
- Planning, budgeting, and executing activities for the Aspire program.
- Scheduling, developing, and delivering learning content for AI & Intelligent Devices.

Communication

- Maintaining multiple customer relationships simultaneously in high pressure environment.
- Composing high level executive summaries of complex technical issues for consumption by customers, development team, and leadership.
- Beta testing yet-to-be-released product and features from the customer perspective.
- Presenting twice monthly on soft skills development, process improvement, and career advancement.
- Coordinating between support and product development teams to tackle customer and internal stakeholder pain-points, clarify any confusion, and maintain a positive cross-org relationship.
- Represented Eagre Games at PAX EAST and Boston FIG.
- Managed social media and dev blog for Eagre Games.

Technical

- **Video Game Development** Unreal Engine 4, Unity, Game Maker Studio 2, Blender
- **Project Management** Agile, Scrum, Microsoft Dev Ops Wikis & Boards, Trello.
- **Programming** C#, .NET, Javascript, Node.JS, T- SQL, UE4 Blueprints, HTML4, HTML5, CSS3, Azure IoT & AI Stack.

Contact Me

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Projects

•Website where I post on games and game design, built using Hexo.io. https://www.calmoji.co
•Blustery Day, one-button umbrella side scroller concept built in Game Maker Studio 2.
•BangBang Clone, a basic game concept based on Windows 3.1 BangBang built in Unity.
•Dagon, a text adventure game based on H.P. Lovecraft's Dagon (pre-production).
•JM Pong, a pong clone built in Unreal Engine 4.

Employment

Microsoft | Escalation Engineer
AI & Intelligent Devices
2020 - current

Microsoft | Support Engineer
Big Data
Stream Analytics SME
2017 – 2021

Eagre Games
Unreal Developer
Web Developer
Social Media & Marketting
2015-2017

Education

Husson University
Bangor Maine
B.S. Software Development