

Olivier Provost

Junior analyst programmer

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Summary

Consummate professional with an extensive career portfolio showcasing in-depth expertise and experience, with the last 14 years in the dynamic, fast-paced video game industry. Drives cutting-edge team management, product ownership, and technology watch, with additional specialization in animation, avionics and health. Brings innovation and product and service delivery to life. Core competencies include:

Servant Leader	Team & Performance Management	Coaching & Mentoring
Open-Source Licenses	Human-Machine Interaction	Technical Reporting

Skills

Programming C#/WPF, C/C++, Python
Tools JIRA, Visual Studio, Perforce, git, Microsoft Office suite
Methodologies SCRUM / Agile
Languages French (mother tongue) and English, written and spoken

Work Experience

- Oct. 2021 – **Senior Software Developer, EA - Frostbite, Montreal**
May 2023 Designed, implemented and corrected procedural asset generation features in the Frostbite game engine.
- Managed and strengthened cross-functional, collaborative, and constructive relationships with related development teams (user experience, infrastructure, object component system, digital content creation).
 - Organized and led design meetings. Clearly conveyed messaging, key missives and critical updates across team and departmental lines, to drive consensus, cooperation, and interdisciplinary success.
- Feb. 2019 – **Product Owner and Senior Software Developer, EA - Frostbite, Montreal**
Mar 2023 Drove the product direction of a performance analysis tool for the Frostbite game engine and contributed to development tasks.
- Managed relationships with the product users; organized and led design, follow-up and community meetings. Led the team to develop and release a high-quality product crucial to customers' workflow
 - Updated and prioritized the product backlog. Maximized team velocity by judiciously distributing tasks.
- Apr. 2014 – **Software Development Team Manager, EA - Frostbite, Montreal**
Feb. 2019 Managed, inspired and influenced a team of 15 specialized developers working on the Frostbite game engine and contributed to the development effort.
- Managed team health and size. Handled interviews of new hires. Participated in salary calibration. Performed quarterly and yearly performance reviews.
 - Mentored all team members individually and helped manage their career development. Supported promotion of 5 members to higher positions.
 - Strengthened ongoing relationships with human resources(HR) and talent acquisition. Ensured quality applicants and better retention.

Jan. 2012 – **Software Development Team Manager**, EA - EATech, Montreal

Apr. 2014 Managed a team of 10 developers working on a Mobile game platform and contributed to the development effort.

- Mentored all team members individually and helped manage their career development. Managed, re-orchestrated and refined the makeup and structure of the team to optimize performance and delivery.
- Led requirements gathering, design and implementation of a management tool to handle game assets for multiple output resolutions. This streamlined the development of multi-platform games for customer teams, cutting their design costs by half.

Oct. 2008 – **Technical Director**, EA - Mobile, Montreal

Jan. 2012 Guided the technical direction of a video game platform in the mobile phone space.

- Gathered options and made recommendations for a transition towards smartphone game development (game engine, user interface technology, network stack).
- Initiated and nurtured a relationship with EA's central technology group (EATech). Designed and led the re-purposing of EATech's platform for creating console games to enable smartphone game creation.

Education

M.Sc. Applied Mathematics, École Polytechnique de Montréal, Montreal

B.Eng. Electrical Engineering, Software Engineering Option, École Polytechnique de Montréal, Montréal

D.E.C. Pure and Applied Sciences, Collège Jean-de-Brébeuf, Montreal

Other Training

Practical Cyber Security, Electronic Arts Internal Training

Diversity and Inclusion, Electronic Arts Internal Training

Managing Within the Law, Electronic Arts Internal Training

Applied People Management, Electronic Arts Internal Training

Speaking Engagements

Oct. 2020, **Life of a video game developer**, Collège Lionel-Groulx

Oct. 2021, Two-hour talk given as part of the "Conception de jeux vidéo" (420-KJ2-LG) course. Covered the

Oct. 2022 makeup of a video game team, the typical development cycle of a game and the day-to-day tasks of a developer.

Oct. 2020 **Life of a video game developer**, Université de Sherbrooke

Two-hour talk given as part of the "Fondements d'un jeu vidéo" (IMN118) course. Covered the makeup of a video game team, the typical development cycle of a game and the day-to-day tasks of a developer.

Interests

HomeLab Manage a home network consisting of several Linux and macOS computers (file server, mail server, home automation).

DIY / Maker Completed several electronics projects (analog and microcontroller-based).

Music Created a computer-based home music studio. Guitar player for 40 years.

Sports Cycling, hiking.