JUSTIN A LEGARE

Production | Technical Design

CONTACT
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(815) 245-2567

PORTFOLIO
JustinLegare.weebly.com
(Full work history online)

EDUCATION

PURDUE UNIVERSITY

M.S. of Computer Graphics Technology (Inc)
Aug 2018 – May 2021   GPA: 3.7

B.S. of Computer Graphics Technology
Aug 2013 – May 2017   GPA: 3.3

Minor in Film & Video Studies–Video Editor
Lean Six Sigma Black Belt Certification

SKILLS & SOFTWARE

DEVELOPMENT

Unreal Engine 4	Autodesk Maya
Unreal Engine 5	Photoshop
Houdini	VR Development
Unity	DaVinci Resolve

PROGRAMMING

Java	Blueprints
C++	C#

PRODUCTION MANAGEMENT

Excel	Nuclino
Trello	Kronos
Jira	Perforce

ACADEMIC & SOFT SKILLS

Research Design	Qualitative Testing
Statistical Analysis	GDD Outlining
Presentation Skills	Creative Writing

LEADERSHIP

TRIANGLE FRATERNITY

Internal Vice President
- Oversaw internal operations of the housing & supervised 3 junior directors
- Kept details on finances, academics, communications, as well as managing databases, schedules, & alumni relation

Financial Director
- Handled house budget, checkbook, bills
- Created a universal guide for the future

VOLUNTEER WORK

Purdue Virtual Labs – Asset Integration
- Worked with a production team to make virtual laboratories for educational use

EAGLE SCOUT

WORK EXPERIENCE

JELD-WEN – VENICE, FL

Production Group Manager   *Feb 2022–Current*
- Coordinate production & operations with multiple departments & shifts
- Drive project management on improvement applications – both digital & physical
- Develop people & skills to further grow careers and future with the company

Cont. Improvement Coordinator   *May 2021–Feb 2022*
- Spearheaded projects & action items saving more than $800,000 in yearly expenses
- Developed UE4 simulations for visualizing production
- Vital in coordinating communication & trainings across nearly all departments & shifts

Technical Writer   *Oct 2020–May 2021*
- Documented & standardized line processes with creation of SOPs, PM Sheets, & Process Diagrams
- Conducted 30+ studies – quantitative & qualitative & ran statistical analysis to provide data for Continuous Improvement Team

INDIANA UNI. – PURDUE UNI. INDIANAPOLIS

Adjunct Professor - Game Design   *Jan 2020–Current*
- Instructing the undergraduate course *Intro to Game Design and Development* (N230)
- Teaching Unreal Engine 5, game design strategies, techniques, & principles
- Developing lectures, labs, & overseeing the production of student game projects

GAME DEVELOPERS CONF. (GDC) – SAN FRANCISCO

Conference Associate (CA)   *2022 & 2023*
- Assisted guests & other CAs with navigating the conference & sharing knowledge on game development tools and design strategies
- Addressed requests outside of training, adapting on the fly to ensure problems were fixed

PURDUE UNIVERSITY

Graduate TA for Senior Design   *Jan 2019–May 2020*
- Worked with dept. head teaching the capstone
- Assisted with lecture, oversaw grading & evaluation of projects, & mentored student groups to develop games and graphical simulations for industry clients
- Provided help with Unreal Engine, game design principles, presentations, & resume coaching