

Alex Tardif

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Graphics Programmer with 10+ years of game development experience

Recent Employment

ZeniMax Online Studios, Hunt Valley, Maryland

December 2018 to July 2025

Lead Graphics Programmer

- Formed and led a team of graphics programmers to develop a modern renderer for a new engine and game
- Developed and improved studio relationships with first party and hardware vendors
- Core architecture and interface for a high performance multithreaded hybrid raytraced/raster renderer
- D3D12 and Vulkan implementations with SM 6.6, bindless shaders, well-defined GPU memory budgeting
- Contributed to physically based and GPU-driven rendering
- Compute skinning
- Acceleration structure builds / compaction
- Compute shader particle and ribbon simulation
- UI renderer capable of delivering screen-space and world-space visuals with the same interface for both
- High quality color management and post processing pipeline: custom tone mapping, two-phase color grading, bloom, motion blur, TAA, and contributions to anamorphic depth of field
- Streamline/DLSS and FSR integration
- Profiling and optimization for user/host/device side operations, async compute support

Tech: C++, DirectX 12, Vulkan, HLSL

ZeniMax Online Studios, Hunt Valley, Maryland

April 2015 to December 2018

Graphics Programmer

- Expanded the render features for The Elder Scrolls Online. GPU particles, procedurally textured environments, console port improvements, and regularly called upon to fix client stability issues on all platforms.

Tech: C++, DirectX 11, Vulkan, GNM, OpenGL, HLSL, GLSL

WB Games Boston, Boston, Massachusetts

June 2013 to April 2015

Associate Graphics Software Engineer

- Created new engine features for artists and designers, and improved existing graphics systems for Infinite Crisis, Lord of the Rings Online, Dungeons and Dragons Online, and mobile titles.

Tech (PC Games): C++, DirectX, OpenGL, HLSL, GLSL

Tech (Mobile Games): C#, C++, Unity

Education

Champlain College, Burlington, VT

Graduated May 2013

BS in Computer Science & Innovation, minor in Game Programming.

- Graduated summa cum laude

Technical and Collaborative Skills

Technical Skills

- Proficient: C++, DirectX 12, Vulkan, HLSL, GLSL
- Familiar Tools: PIX, Nsight, GPA, RenderDoc, Perforce
- Keep up to date on modern rendering techniques

Non-Technical Skills

- Highly collaborative and communicative
- Comfortable sharing information and mentoring
- Experience working with teams that work both on-site and remote
- Quick to learn and adaptable, passionate and highly self-motivated
- Also fluent in spoken Quebec French