

Gabriel Dubois

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EDUCATION

Bachelor of Engineering, Software Engineering Co-op

2021 - 2025 (Expected)

Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Relevant Courses: Data Structures and Algorithms, Operating Systems, Web Development, Software Process

DEC in Pure and applied Sciences

2021

Champlain College, St-Lambert, QC

WORK EXPERIENCE

Software Developer (Internship)

Fall 2022

iBwave Solutions Inc, Montréal, QC

- Designed dozens of automated tests to monitor the health of the Unity and Angular solutions.
- Created API call methods that send project properties and verify their content.
- Reported and fixed critical security issues from the client-side by creating a verification on the server-side.
- Developed features optimizing the navigation of the solution.
- Applied Agile and Scrum methodologies for project management

Core Competencies: C#, Selenium, TypeScript, Angular, Postman API

SKILLS

Operating Systems | Windows | MacOS | Mobile

Applications | Microsoft Office | Postman API | Unity | Unreal Engine | Visual Studio | Visual Studio Code

Programming Languages | Java | C# | C++ | JavaScript | TypeScript | HTML | CSS | PHP | Python

Frameworks | Angular | React | NextJS | NodeJS | Angular | Selenium | TailwindCSS

Databases | MySQL | MongoDB

Other | Git • npm

Languages | French | Spoken & Written - English | Spoken & Written - Spanish | Spoken & Written

PROJECTS

CoursesDB / Personal

2022 – In progress

- Created a database containing courses from the university, and where people can have their accounts and add courses when given permission as well as comments.
- Server-side rendering pages with NextJS.
- <https://github.com/Adissuu/CoursesDB>

Core Competencies: NextJS, MongoDB, NodeJS, Express, TailwindCSS

Far / GameJam

2022

- The goal of this project was to create a game in two days on the theme of a masquerade
- Developed basic game mechanics and main boss level design in Unity with C# scripts and Tilemap
- <https://verymuchjess.itch.io/far>

Core Competencies: Unity, C#, Team Building and Leadership

Game in Unreal Engine / Personal

2022

- World design with Quixel Bridge, landscape manipulation, foliage, and Water experimental lakes and rivers
- Optimization through Cull distance, asset density optimization, and Nanite system
- Developed game mechanics and materials interactions using C++ and Blueprints

Core Competencies: C++, Unreal Engine, Game optimization

Discord Bot / Hackathon

2022

- Created a discord bot in python using Discord.py
- Implemented a system where the users can create an account and have variables stored at their id.
- Developed minigames where players can play against others or against the bot (via probabilities)

Core Competencies: Python, Discord.py, Soft-Skills

AWARDS & COMPETITIONS

UpStart

Feb 2023

Created the mockup of a startup where industrial - organizational psychologists would be hired to help integrate a great work environment in Montreal's companies. Design made with Figma.

ConUHacks

Jan 2023

As a team of four members, attempted to design a blockchain using Hedera and created a website using Wix, giving users the opportunity to exchange cryptocurrency on the website.

Concordia Englympics (#3)

Oct 2022

Design competition where teams of four members had to create solutions for problems revolving around different topics. The chosen ones were Web design (made with React), Mobile application (made with XCode), and Artificial Intelligence (with Python).

Hawkhacks 2022

March 2022

Project in a team of three where we built a Discord bot with playable minigames and an economy system.

Concordia X EngComm (#2)

Oct 2021

Given a specific case, a team of 4 (two engineer students and two commerce students) had to design a viable solution in terms of physical and economic feasibility and present it to a team of judges.

INTEREST

- Personal finances
- Alpine ski
- Travel
- Board games / Video games