Gabriel Dubois

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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

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:
    - ❖ Object-Oriented Programming II
    - ❖ Web development
    - ❖ Data structure and Algorithms
    - ❖ Principles of Programming Languages
    - ❖ Operating Systems
    - ❖ 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

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 & DISTINCTIONS

Concordia Englympics (Top 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 (Participation)   **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