# AB

# *Alexandre Boily*

## *Professional Summary*

Newly graduated Software Engineer looking to improve its skills in cloud infrastructure, artificial intelligence and game development. Proficient in software architecture and deployment solutions. Also experienced in the Agile methodology and used to working in a tight-knit team of developers through school projects.

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## *Work History*

**Délire Escalade - Customer Service**
Québec, QC
*09/2018 - Current*

- Welcomed, greeted and assisted guests in high-traffic climbing gym.
- Recommended products to customers, thoroughly explaining details.
- Part-time job during my studies.

**Desjardins Insurance Agent - Cloud Engineer Intern**
Lévis, QC
*05/2019 - 10/2019*

- Helped transition from on-site infrastructure to Azure cloud services.
- Automated installation of Documaker ( Enterprise Document Automation software from Oracle ) on newly created cloud infrastructure.
- Daily use of Ansible, Kubernetes and Linux.

**Rio Tinto - Software Engineer Intern**
Saguenay, QC
*05/2017 - 08/2017*

- Helped create a solution for production reports to be more modular.
- Worked with .Net and Microsoft Sql Servers.

## *Skills*

- Agile
- Microsoft Azure
- Ansible
- Unity Engine

Preferred programming languages:
- Java
- C#
- Python

## *Education*

12/2021
**Laval University**
Québec, QC
Bachelor of Science: Software Engineering

## *Accomplishments*

- Launched a computer selling and repair shop while I was studying in CEGEP.

- Organized multiple LAN events for multiple video games, including one with over a 100 attendees.