

CV – Alexandre Mercier-Aubin

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Personal Profile

Graduate student at McGill University in computer science. My fields of study are constraint programming, computer graphics, and algorithm design.

Education

2020-2024	PhD in Computer Science - McGill University <i>In progress</i>
2019-2020	M. Sc. in Computer Science - Université Laval <i>Research in constraint programming with Prof. Claude-Guy Quimper</i>
2017-2019	B. Sc. in Computer Science - Université Laval <i>honor profile</i>
2014-2017	DEC-BAC in Computer Science - Cégep Lévis-Lauzon

Employment History

Present	McGill <i>teaching assistant and AGSEM delegate</i> Attend office hours, grade exams, and present guest lectures.
2020	Université Laval <i>teaching assistant</i> Teach the practical aspect of the advanced programming in C++ course. Mark the exams in the computer graphics course. Support students at the help center for computer science students (CARÉ) with questions related to 15 different courses: from beginner programming courses to advanced algorithm design and operating systems.
2018/05, 2018/09	Activision, Beenox <i>game engine developer intern</i> Design and program the game engine for Call of Duty: Black Ops 4. Technologies: DirectX, C++, LUA Contributions: Shaders, LOD formulas, Bugfixes, HUD formulas, cross-platform compatibilities, etc.

- 2017/01 - 2017/08** Centre de Robotique et Vision Industrielle
Intern/Programmer
Machine learning applied to Computer Vision.
- 2016/05 - 2016/09** Valero, Levis
computer science intern
Translate programs from Visual Basic to C#.
- 2015/05 - 2015/09** Consortium Cooperatif de Services Fédératifs
IT Technician
IT support, creating and managing a database, creating a web site, etc.

Prizes and scholarship

- **FRQNT 2nd and 3rd cycle scholarship**
25 000\$ *per year, up to 3 years*
- **NSERC Alliance**
15 000
- **Bourse de doctorat Hydro-Québec en science**
15 000\$ *per year, up to 2 years*
- **School of Computer Science PhD funding, McGill University**
21 000\$ *per year, up to 3 years*
3 000\$ top up from Mechanical Engineering.
- **MITACS accelerate, CRISI**
39 000\$
- **Undergraduate Research Fellowship 2019-2020, Université Laval**
I declined 6500\$
- **Association for Constraint Programming, CP2019**
450\$

Publications

All of my work is listed on my website alexandremercieraubin.com/Work

Leadership

- **Leader in various undergraduate team projects:** Gaudrophone, BigData7027, projet2018-eq4 and ComputerGraphics, etc.
- **Team leader in the Valleyfield game creator competition**

Some interesting projects

- **Game engines**

One made during college: <https://youtu.be/8OPpt3-iIbY>

The source code of a more complex engine: <https://github.com/AlexandreMercierAubin/ComputerGraphics>

- **Video games I worked on**

Call of Duty: Black Ops 4: <https://www.callofduty.com/ca/en/blackops4>

Proto-Spyder Assault, 48h Valleyfield game dev contest: <https://youtu.be/qJjy8b0kuSY>

SansFin, french horror game, collegial project: <https://youtu.be/s6vr07Nt1IY>

Extracurricular

AGSEM Delegate: Act as a delegate for the department of Computer Science at McGill.

V.P. Social at the AGIL: Organize events for the association of graduate student in computer science.

Volunteer at the ASETIN: Volunteer work at the student association of computer science. I've been a bartender, receptionist and helped prepare the initiations.

Volunteer at Lévis: Receptionist at the Water Festival of Lévis.

Student volunteer at SCA 2020: I support the week-long conference by ensuring the smooth functioning of operations in technical paper sessions and main exhibitions.

Referees

Name	Claude-Guy Quimper
Company	Université Laval
Position	Full Professor
Contact	Claude-Guy.Quimper@ift.ulaval.ca

Name	Paul G. Kry
Company	McGill University
Position	Full Professor
Contact	kry@cs.mcgill.ca