

FABRICE APPOLINARY

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Professional Summary

Experienced developer. Strong work ethic, highly ambitious, curious, and creative. Familiar with ReactNative & Redux, iOS(swift), Java, C.

Skills

- Skilled in swift & iOS development
- Skilled in ReactNative & Redux
- Experience in Java, C & Javascript
- Deep understanding of Agile/Scrum
- Experience in Continuous Integration & Deployment(CircleCi & Travis)
- Experience in build systems(Make, CMake & Maven)
- Experience in Docker & Puppet
- Experience in TDD
- Firebase & Google cloud functions
- Excellent leadership & mentoring skills
- Database design

Work History

Intern - Software Developer

May 2018 - Aug 2018

SAP Canada Inc.

Montréal, QC

- Used swift to develop native iOS applications.
- Participated in design and planning meetings using agile/scrum methodology.
- Wrote and executed test scripts.
- Took a class on the SAP Cloud Platform.

Lead IOS Developer

Jan 2017 - Dec 2017

Fittcoach Incorporated.

Montreal, Quebec

- Used Swift to develop the iOS version of the app.
- Designed the data model of the app.
- Used firebase to handle the backend.
- Wrote google cloud functions to handle push notifications.
- Worked directly with customers to improve user experience throughout the app.

Personal Projects

- **Artificial intelligent checkers** - Developed the game as a personal project before college in java.
Link : <https://github.com/Appolinary/Draughts-Game-with-AI-in-Java>. Used the Minimax algorithm with alpha-beta pruning.
- **MinLang & GoLite Compilers** - Used flex+bison to develop compilers for: (1) a custom java-like

language, MinLang, with C as the target language . (2) GoLite(a subset of go) with java Bytecode as the target. Link: https://github.com/Appolinary/Comp520_Assignments

- **iOS messaging app(Fingachat)** - Developed a full iOS messaging app that used Facebook API in swift as a personal project.
- **Pandemic game** - Helped develop a fully functional multiplayer version of Pandemic game in Java . Was in charge of the logic and integrating it with the UI.
- **Touchcore build system** - A maven-based build system for a multitouch-enabled agile concern-oriented software design modelling tool known as Touchcore as a class project. Was in charge of enabling CI/CD using CircleCi. https://bitbucket.org/ecse_437_group2/

Education

Bachelor of Science: Software engineering

2015 - 2019

McGill University

Montreal, QC

Relevant classes: Data structures & Algorithms, Database Design, Programming Language and Paradigms, Algorithm Design, Discrete Structures, Intro to Software Systems, Software design, Software Architecture, Compiler Design, Computer networks.