MALCOLM ST. JOHN

Computer Engineering

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Sherbrooke, Qc

EDUCATION

Université de Sherbrooke

- B. Eng. Computer Engineering

McGill University

Montreal, QC (2015–)

- B. Sc. Honours Mathematics (30 credits)

Cégep de Sherbrooke

Sherbrooke, QC (2012-2015)

Sherbrooke, QC (2017–Present)

- College diploma in natural sciences and music
- National finalist for the Canadian Music Competition in 2013 and 2015
- Marie-Victorin prize for excellence in mathematics, 2015

EXPERIENCE

Media5 Corporation

Kernel Developer; C

Sherbrooke, QC (Winter 2020)

- Development of their custom kernel.

CGI Inc.

Full stack developer; Java (Spring), Typescript (Angular), Microsoft SQL Server Sherbrooke, QC (Summer 2019)

- Conception and implementation of API endpoints based on client specifications.

Ubisoft Montreal

Tools developer; C++

Montreal, QC (Fall 2018)

- Generation of 3D navigation data for all the Ubisoft AAA games which use dynamic environments.
- Designed and implemented a new data management model for storing environment data of game instances in the cloud.

École de musique Pianissimo

Piano and violin professor

Sherbrooke, QC (2014-2018)

Projects

Contributor to the Linux Kernel

Fall 2019-

- Driver development and code maintenance (C).

Robotics and simulations project

Fall 2019

- Program a robot to complete a sequence of tasks that were previously analyzed in a simulation (Python).

Biometrics analyser for stationary bike

Winter 2019

- Helped develop a platform that receives and analyzes biometric data before sending it for display on a user interface (VHDL, Xilinx, C, MIPS architecture, Angular).

Voice controlled Tetris

Winter 2018

- Implemented the game's logic (C++).

Introductory robotics project

Fall 2017

- Implementation of our robot's navigation (C, C++).

TECHNOLOGY SUMMARY AND OTHER INFORMATION

Technical Proficiency in: C, C++, Python, Java, SQL, Git, VHDL, Linux, MIPS assembly, IATEX

Languages: English and French

Interests: Mathematics, Cooking, Card games, Reading