

Alexandre Brochu

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📁 brochu.github.io

in Alexandre Brochu • 🌐 Brochu

Education

2012-2015 **Bachelor degree in computer science**, *Sherbrooke University*, Sherbrooke (Quebec).

- Final GPA of 4.06
- Rendering programming
- Artificial Intelligence
- Object oriented programming

2009-2012 **DEC in information technology**, *Cegep de l'Outaouais*, Gatineau (Quebec).

Work experience

May 2014 **General programmer**, *Square Enix Montreal*, Montreal, QC.

- Aug. 2014
- Working with Unity3D game engine
 - Modifying the game code directly (artificial intelligence, animation, user interface)
 - Adding functionalities to the game based on specifications
 - Fixing problems identified by a team of testers
 - Developing a game on a mobile platform

Jan. 2013 **Web Developer**, *Environment Canada*, Gatineau, QC.

- Apr. 2013
- Working in an autonomous fashion
- Sept. 2013
- Developing a new version of a tool used to help productivity of other employees
- Dec. 2013
- Planning the implementation of a database
 - Writing code of a web publication tool (asp.net, MVC)
 - Helping with web server management

Jan. 2012 **Software developer**, *STaCS DNA*, Ottawa, ON.

- Aug. 2012
- Working with a testing team
 - Adding functionalities in a DNA database software
 - Modifying software based of specifications
 - Fixing problems identified by clients using the software
 - Maintaining a large SQL database
 - Internship completely done in English

Technical skills

Operating systems Microsoft, Linux, Android

Languages C++, C#, Javascript, Ruby, Python, Racket, Java

Development tools Visual Studio, Eclipse, Netbeans, Vim, CMake, GDB

Version systems Git (Github, Bitbucket), Perforce, SVN, TeamFoundation

Game engines Unity 3D, Unreal Engine, DromEd

Awards and recognitions

- Two different awards of excellence for the summer 2013 and winter 2015 semesters at the Sherbrooke University for a GPA of 4.3 (A+) at the end of each semesters.
- Best grade physics 536
- Best grade chemistry 584

Personal and university projects

- Ray tracing engine in C++
- Implementation of a reward based learning algorithm
- Solar system visualiser with OpenGL and C++
- Parallel fractal generator
- Creation of first person shooter controls with the Unity3D engine
- Creation of a game based on game mechanics observed in an existing game

Interests

Video games I like playing video games for the experience in my free time but also to study what makes a game interesting

Computer While studying, I built multiple computers for my close friends and myself.

Music I have been playing electric guitar for 7 years now. I learnt all by myself and I practiced my self-education a lot while learning.

Snowed In Studios

19 Mars 2015

Snowed In Studios

123 TopKekStreet

Ottawa (ON)

Dear Sir or Madam,

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Duis ullamcorper neque sit amet lectus facilisis sed luctus nisl iaculis. Vivamus at neque arcu, sed tempor quam. Curabitur pharetra tincidunt tincidunt. Morbi volutpat feugiat mauris, quis tempor neque vehicula volutpat. Duis tristique justo vel massa fermentum accumsan. Mauris ante elit, feugiat vestibulum tempor eget, eleifend ac ipsum. Donec scelerisque lobortis ipsum eu vestibulum. Pellentesque vel massa at felis accumsan rhoncus.

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Albert Einstein discovered that $e = mc^2$ in 1905.

$$e = \lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)^n$$

Yours faithfully,

Alexandre Brochu

fichier attaché: curriculum vitae