Alexandre Brochu

943 Cheval-Blanc avenue
J8R 1A2 Gatineau – QC
℘ *(819) 209-9772*
☎ *(819) 669-4016*
✉ *alexbrochu1@gmail.com*
✇ *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 Aug. 2014	**General programmer**, *Square Enix Montreal*, Montreal, QC.
	– 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 Apr. 2013 Sept. 2013 Dec. 2013	**Web Developer**, *Environment Canada*, Gatineau, QC.
	– Working in an autonomous fashion
	– Developing a ne wversion of a tool used to help productivity of other employees
	– Planning the implementation of a database
	– Writing code of a web publication tool (asp.net, MVC)
	– Helping with web server management
Jan. 2012 Aug. 2012	**Software developer**, *STaCS DNA*, Ottawa, ON.
	– 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++
- Solar system visualiser with OpenGL and C++
- Creation of first person shooter controls with the Unity3D engine
- Implementation of a reward based learning algorithm
- Parallel fractal generator
- 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.

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

Yours faithfully,

Alexandre Brochu

fichier attaché: curriculum vitæ