Charles-Olivier Ipperciel

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EDUCATION

Université de Sherbrooke — Québec, Canada
Master's Degree in Computer Science, Part-Time — *Starting Sep 2025 – Aug 2027*

Université de Sherbrooke — Québec, Canada
Bachelor's Degree In Computer Science COOP Program — *Jan 2022 – April 2025*

HEC Montréal — Québec, Canada
Bachelor's Degree in Business Administration, 2-Year Major — *Sep 2019 – Dec 2021*

EXPERIENCE

Buyer — May 2025 – Present
A1 Imports — *Hybrid*
- Accepted full-time position at A1 Imports under the **A1 Arbitrage Division**.
- **Source** suppliers, **negotiate** contracts, and **ensure** timely deliveries.
- **Develop** sales forecasts to support **strategic** business growth.
- Write **Python** scripts to automate tasks and improve efficiency through data analysis.
- Technologies: **Python, Amazon SP-API, Office Suite, Fidelio ERP**.

Full Stack Developer — May 2024 – April 2025
MEDomicsLab — *Hybrid*
- Developed and implemented **new features** for MEDomicsLab, an **open-source** AI healthcare platform.
- Enhanced machine learning tools, improved scalability, and implemented **MongoDB** to handle larger datasets.
- Worked on frontend (**React**) and backend (**Python**) for better database communication.
- Full-time internship transitioned into a **part-time role**.
- Technologies: **Python, MongoDB, React.js, Git**.

Backend Developer — Aug 2023 – Dec 2023
Sherweb — *Remote*
- Developed **new features** in the billing team, fixed **bugs**, and monitored/debugged software daily.
- Integrated the Braintree software for credit card processing, replacing Paysafe in a **C#** codebase.
- Worked in an **Agile** environment with daily scrums.
- Technologies: **C#, .NET, Azure DevOps, Datadog, Octopus, Git, MySQL**.

Full Stack Developer — Jan 2023 – May 2023
Qwatro Inc. — *On-site*
- Built an app for tracking employee hours at construction sites.
- Developed UI/backend in **Python** with **MongoDB** as the database option.
- Aided in **ERP** selection for digital transformation.
- Technologies: **Python, MongoDB, Git**.

PROJECTS

Vitopia – Visual Simulations of Computer-Biological Entities | *C++, OpenGL, Git* — Ongoing
- Developing an AI 2D **shader-based** simulation to observe evolving organisms in complex societies.
- Models ecological behaviors, reactions to stimuli, and economic interactions.
- Project will be deployed online and available on **GitHub**.

Coded Kingdom | *Godot, Python, Aseprite, Git* — 130-Hour Project
- Designed a **pixel-based** game that teaches programming through interactive gameplay.
- Players must write code and execute it to advance their characters through the levels.
- This was one of my final bachelor's projects, with all code and the latest release available on **GitHub**.

Insulin Dosage Calculator | *React, Firebase, HTML/CSS, Git* — Personal Project
- Developed an application that calculates **insulin dosage** for newly diagnosed type 1 diabetes patients.
- This application is used by pediatric residents to verify their written calculation results at Fleurimont Hospital.
- Hosted and deployed on **Firebase**.

Technical Skills

Languages: Python, Java, C#, C++, JavaScript, HTML/CSS, SQL (PostgreSQL), MongoDB (NoSQL).
Librairies/Frameworks: React, Angular.
Developer Tools: Git, Docker, Azure DevOps, Octopus, Datadog, CI/CD, Linux, Godot, Office Suite.
Video Editing: Adobe Premiere Pro, Adobe Photoshop, Pixaki (Pixel Art), Aseprite.
Linguistics: Fluent in both spoken and written French and English.