

Charles-Antoine Pouliot

✉ capdev22@gmail.com ☎ 581-996-7900

Summary

Passionate software engineer with a strong foundation in mathematics and computer science, eager to leverage skills in React and Next.js development to enhance user experiences and drive technological innovation.

Education

University of Ottawa

Dual Bachelor's Degree, Honours Mathematics and Honours Computer Science
(Data Science)

Cégep de Sainte-Foy

Music, Jazz piano

Experience

Web Developer/Designer

Laurier Computers

September 2024

Ottawa, ON

- Enhanced user experience and scalability by designing and developing the company's website using Next.js and React.
- Improved client satisfaction through effective technical support and timely issue resolution.

Server and Concierge

Amica the Glebe

December 2023 – August 2024

Ottawa, ON

- Enhanced resident satisfaction by tailoring dining experiences and managing administrative duties efficiently.
- Streamlined communication between residents, families, and management to improve service delivery.

Server

Alto restaurant

December 2022 – August 2023

Montreal, QC

- Promoted operational efficiency in high-volume settings by adeptly handling the Maitre'D POS system, processing over 200 orders daily.
- Delivered exceptional customer service, fostering a welcoming dining atmosphere.

Technician and Customer Support

MontVR

September 2020 – June 2022

- Improved company-wide operations by scripting solutions to reduce hardware failures, enhancing efficiency.
- Enhanced customer experience by resolving technical issues and documenting procedures for consistent support.
- Utilized Zammad for efficient issue tracking and escalation, ensuring customer inquiries were resolved promptly.

Skills

Languages: Lua, Javascript (Web Development), C++

Frameworks: React, Next.js

Tools: Git, Linux, Shell scripting, Neovim

Certifications

Comptia A+ Certification	2024
Machine Learning Certification (Stanford)	2025

Languages

- French
- English

Interests

Technology, Mathematics, Music, Machine Learning