

## Education

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<b>Bachelor of Software Engineering</b> École de technologie supérieure (ÉTS) Quebec University, Montreal	Since 2016
<b>College Diploma in Computer Systems (Systèmes ordinés)</b> Collège de Maisonneuve, Montreal	2016

## Specific Knowledge

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<b>Programming Languages &amp; Others</b>	C, C#, CSS, Git, HTML, Java, JavaScript, JQuery, SQL, Python, TypeScript
<b>Technologies &amp; Platforms</b>	Android, Angular 4, Databases (SQL, noSQL), Firebase, Linux (Debian, Mint, Raspbian, Ubuntu), Next.js, Node.js, React.js, Socket.io, Windows
<b>Softwares</b>	Android Studio, Blender, Eclipse, LabVIEW, Multisim, Packet Tracer, Photoshop, Postman, Qt 4.8, Sony Vegas Pro, Suite Atlassian (Bitbucket, Confluence, Jira), Ultiboard, Unity, Visual Studio, Visual Studio Code, Microsoft Office
<b>Others</b>	Agile Methodology

## Related Work Experience

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<b>Full Stack Developer</b> Kontron Canada, Boisbriand Autonomy, Creativity, Organization, Responsibility, Communication	Since January 2019
<ul style="list-style-type: none"><li>▪ Development of a platform facilitating innovation within the company and other internal tools;</li><li>▪ Development of the tools of the web applications development team;</li><li>▪ Improvement of the architecture, documentation and respect of quality standards of various software projects;</li><li>▪ Collaboration with product managers to establish priorities and maximize value.</li></ul>	
<b>Full Stack Developer</b> Cactusoft, Laval Autonomy, Organization, Responsibility, Rigor, Creativity	Fall 2017
<ul style="list-style-type: none"><li>▪ Development of a software suite allowing the configuration and display of commercial presentations on televisions;</li><li>▪ Decision making on software design and architecture;</li><li>▪ Present new feature to clients.</li></ul>	

## Additional Work Experience

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<b>Warehouse Clerk</b> Club Piscine Super Fitness, Repentigny Autonomy, Problems management, Organization, Responsibility, Customer Service	Summers 2014-2016
<b>Scorekeeper / Referee</b> Baseball Repentigny, Repentigny Authority, Constancy, Impartiality, Judgment, Rigor, Responsibility	Summer 2009 / Summers 2010-2012

## Other Projects

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### Reengineering of The Smart Universal Controller (Android Application)<sup>1</sup>

Summer 2018

- Creation of an Android application using Android Studio
- Implementation of USB communication between Android and external devices
- Creation of a communication protocol

### Video Games Development

Since 2015

- 3D Modeling;
- Creation and textures painting;
- Armatures and animations creation;
- Object oriented programming (OOP) of game behaviours;
- Showcase of my projects between 2015 and 2016<sup>2</sup>;
- Participation in Montreal's Global Gamejam 2020 (ISART)<sup>3</sup>.

### Development of a Smart Universal Controller (College Graduating Project)

2015

- Study of various systems infrared communication protocol;
- Development of a universal recording mechanism for IR signals;
- Creation of a BeagleBone compatible Qt application;
- Development of a system allowing users to save their custom buttons and interfaces (group of buttons);
- Design, assemble and program a BeagleBone custom cape;
- Redaction of a technical report and a user guide.

## Profile

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### Hobbies & Interests

Guitar, Baseball, Video Games Creation, Workout, Reading, Ski

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<sup>1</sup> <https://github.com/DominicF96/Ergotera-App>

<sup>2</sup> <https://www.youtube.com/watch?v=mEdDvg4U8FE>

<sup>3</sup> <https://globalgamejam.org/2020/games/expiation-8>