Dominic Fournier

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French, English

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Education

Bachelor of Software Engineering — Since 2016
École de technologie supérieure (ÉTS) Quebec University, Montreal

College Diploma in Computer Systems (Systèmes ordinés) — 2016
Collège de Maisonneuve, Montreal

Specific Knowledge

Programming Languages & Others	C, C#, CSS, Git, HTML, Java, JavaScript, JQuery, SQL, Python, TypeScript
Technologies & Platforms	Android, Angular 4, Databases (SQL, noSQL), Firebase, Linux (Debian, Mint, Raspbian, Ubuntu), Next.js, Node.js, React.js, Socket.io, Windows
Softwares	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
Others	Agile Methodology

Related Work Experience

Full Stack Developer — Since January 2019
Kontron Canada, Boisbriand
Autonomy, Creativity, Organization, Responsibility, Communication

- Development of a platform facilitating innovation within the company and other internal tools;
- Development of the tools of the web applications development team;
- Improvement of the architecture, documentation and respect of quality standards of various software projects;
- Collaboration with product managers to establish priorities and maximize value.

Full Stack Developer — Fall 2017
Cactusoft, Laval
Autonomy, Organization, Responsibility, Rigor, Creativity

- Development of a software suite allowing the configuration and display of commercial presentations on televisions;
- Decision making on software design and architecture;
- Present new feature to clients.

Additional Work Experience

Warehouse Clerk — Summers 2014-2016
Club Piscine Super Fitness, Repentigny
Autonomy, Problems management, Organization, Responsibility, Customer Service

Scorekeeper / Referee — Summer 2009 / Summers 2010-2012
Baseball Repentigny, Repentigny
Authority, Constancy, Impartiality, Judgment, Rigor, Responsibility

Other Projects

Reengineering of The Smart Universal Controller (Android Application)[1]   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[2];
- Participation in Montreal's Global Gamejam 2020 (ISART)[3].

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

Hobbies & Interests   Guitar, Baseball, Video Games Creation, Workout, Reading, Ski

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[1] https://github.com/DominicF96/Ergotera-App
[2] https://www.youtube.com/watch?v=mEdDvq4U8FE
[3] https://globalgamejam.org/2020/games/expiation-8