ELVRIC TROMBERT

❱ EDUCATION

McGill University **Montreal, Canada**   sept.2015-may.2019
Bachelor of Science
- ❱ Major in Software Engineering, Minor Biology

❱ EXPERIENCES

GIRO **Montreal, Canada**   may.2018 - aug.2018
Analyst Programmer Intern
- ❱ Introduced new import and export classes in C++ for specific objects required for the decentralization of the company's product line
- ❱ Learned new coding language created by the company.
- ❱ Familiarize with TFS used as the version control along with what it feels like to work as a developer.

CSUS McGill **Montreal, Canada**   jan.2018 - dec.2018
Help Desk Tutor
- ❱ Assisted students on various problems ranging from code to algorithm design
- ❱ Adapted myself to different student profiles.
- ❱ Helped students setting their computer environments to better suit their needs.

Reboot McGill **Montreal, Canada**   jan.2018 - april.2018
Computer technician
- ❱ Learned the inner structure of computer hardware
- ❱ Prepared various digital products for customers
- ❱ Performed repairs on computer towers fixing RAM, Hard drive wiping and initialization with Linux, replacing fans

Camp Massawippi **Ayer's cliff, Canada**   jun.2017 - aug.2017
Camp Activity leader for disabled children
- ❱ Designed activities adapted to suit the needs of the campers
- ❱ Assisted the campers in their daily live tasks such as eating, cleaning ext...
- ❱ Learned the basics of American Sign Language

❱ PROJECTS

Flash Point **McGill, Canada**   sept.2018-now
Software Engineering project
- ❱ Build a multiplayer version of the cooperative game flash point as part of the 1 year Engineering project coded in Java
- ❱ Went through the design process of large projects using technologies such as Use Case, environment, domain and protocol models
- ❱ Learn to use Libgdx for the GUI and applied design models to make the code as malleable as possible
- ❱ Took multiple leadership roles through the development phases, assigning tasks and being in charge of reviewing the final versions before submissions

Gravity **Personal Project**   2018
"Stimulate gravity between objects in space"
- ❱ Used Tkinter library in python to create the GUI
- ❱ Implemented JSON encoding and decoding of objects to allow user to save their simulation states
- ❱ Added creative interactive ways of visualizing the simulation by keeping track of the path taken by the objects

Wink me up **ConU Hacks, Canada**   2018
"Wake up to your friends' rhythm"
- ❱ Worked cooperatively and build an independent project with my team mates
- ❱ Coded the python script in charge of managing the users' information On the JSON database

CONTACT

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INTERESTS

Computer Networks
Artificial Intelligence
Model Driven Software Development
Parallel programming

PROGRAMMING LANGUAGES

Java

Python, C, C++, HTML/CSS, OCaml, SQL

ON THE SIDE

Close up Magician,
Juggler,
Uni-cyclist,
Improv Comedian
Climbing/Bouldering and
Kickboxing

LANGUAGES

Bilingual: French and English

website QR