

SÉBASTIEN FOURNIER

SOFTWARE ARCHITECT



Quebec City



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Aa Français - English



fousse24.github.io/portfolio



github.com/Fousse24

LANGUAGES

C, C++, C#, Java

TypeScript, Angular, NodeJS, HTML

EXPERTISES

Object-oriented programming (OOP)

Abstraction and design patterns

Data / system architecture

Memory management and optimization

Game design, tools and engines

Prototyping and iterating

Documentation and source control (Git)

Backend and frontend development

SKILLS

Creative and analytical thinking

Leadership and team support

Attention to details

Versatility and adaptability

Technical and artistic communication

Graphic design basics

EXTRACURRICULAR

- Won 4 awards for excellency during my studies.
- 100+ hours of volunteering for youngsters and people in need.
- Performed as a **singer, pianist, dancer** and **circus artist**.
- **Sketches** people and characters that inspire me, I even drew a short comic!

Versatile and creative, I naturally gravitate towards mathematics, video games, technical design and innovative projects. I am a rigorous and open-minded developer with a love for challenges, problem-solving and development of complex systems.

ACCOMPLISHMENTS

42 QUEBEC - CORE CURSUS

Completed a rich collection of projects touching many aspects of programming

- **Peer-to-peer learning** through **experimentation**, **active discussions** and **constant code review**;
- **Schedule management** while respecting a **quota of hours**.

NON-PROFIT ORGANISATION VOLUNTEERING

Offered my services to an organization that helped me and many others.

- **Centralized their data** online and **standardized their workflow**;
- Helped them **save about a full day of work a month**.
- Was part of the **Administrative Board** and recruitment comity.

RPG GAME PARODY

Remade a small part of an old SNES JRPG as a gift to my brother

- Deepened my knowledge of **Unity** (game engine and tools);
- Coded a functional **turn-based combat system**;
- Experimented with audiovisual recording and integration;
- Prototyped **dynamic UI** and **battle animations** that change seamlessly depending on the types of ability used.

EDUCATION

SOFTWARE ARCHITECTURE

42 Québec

2021 - Present

GAME DESIGN

AEC - Cégep de Limoilou

2017 - 2018 (2 semesters)

COMPUTER SCIENCE

DEC - Cégep de Chicoutimi

2008 - 2011

EXPERIENCE

TECHNOLOGY CONSULTANT

Centre Jacques-Cartier

since 2016, Volunteer on call

WEB TECHNICIAN

Cégep de Chicoutimi

2010