

FRANCOIS RICHARD

SOFTWARE ENGINEERING
ETS MONTREAL

✉ richard.francois@proton.me

📍 Montreal, Quebec, Canada

🗣️ French, Professional English

SKILLS

Web and software design

Leadership

API development

Agile method & Teamwork

React.js - C# - Git - UML

Data base management

Requirements analysis

EDUCATION

BACHELOR OF SOFTWARE ENGINEERING

École de technologie supérieure,
Montreal, QC, Canada

2019-2023

COMPUTER SCIENCE LICENSE & DUETI

IUT Annecy - Savoie Mont-Blanc
University, France

2019-2020

DUT IN COMPUTER SCIENCE

IUT Annecy - Savoie Mont-Blanc
University, France

2017-2019

PROFILE

Studied software engineering at ETS Montreal and in France.
Captain of the Esports student club promoting e-sports.

Solid experience in web and object-oriented development across the entire application lifecycle.

Willing to join a team working on services that meet the highest quality standards, especially in terms of user experience.

EXPERIENCE

WEB DEVELOPER

Ubisoft Entertainment - Montreal, QC, Canada

- 2022 - 4 months
- Design and implementation of backend tools using APIs.
- Research and documentation of interesting services and tools for team projects.
- Maintain and add functionalities in microservices embedded in a React-based monorepo.
- Agile development on the SCRUM and Kanban model (GitLab)
- Work in a bilingual French and English environment

ANALYST PROGRAMMER

Centris.ca - Montreal, QC, Canada

- 2021 - 4 months
- Integrate the OpenID Connect authentication protocol into the enterprise application suite.
- Modification of existing web pages to improve and complete the user experience (information processing and database management).
- Agile development on the SCRUM and Kanban model (Jira)

ANALYST PROGRAMMER

Centris.ca - Montreal, QC, Canada

- 2020 - 4 months
- Integrate the OpenID Connect authentication protocol into the company's application suite.
- Develop the middleware allowing the communication between the solutions and the database.
- Configure web page security headers for all enterprise applications.

INTERESTS

NEW TECHNOLOGIES

COMPETITIVE & SOLO PLAY

AEROSPACE

CINEMA

SOCIAL EVENTS

CULINARY DISCOVERIES

PRACTICING SPORTS

REFERENCES

BENOIT LECLUSE

Team Lead - Ubisoft Montreal
benoit.lecluse@ubisoft.com

JEREMY THIBAUT

Programmer-Analyst - Centris.ca
jeremie.thibault@centris.ca

MAXIME LEBOEUF

Programmer-Analyst - Centris.ca
maxime.leboeuf@centris.ca

PROJECTS

ESPORTS - STUDENT COMPETITIVE GAMING CLUB

École de technologie supérieure - Montreal, QC, Canada

- 2022-2024
- Captain from June 2023 to Jan. 2024 - Member since March 2022
- Dialogue with institutions to promote the practice of e-sports
- Decision-making and restructuring of club organization
- Organization of e-sports events
- Producer and commentator for Twitch lives
- Player committed in the Overwatch 2 team

ÉVALUE TON SAVOIR - END OF STUDIES PROJECT

École de technologie supérieure - Montréal, QC, Canada
Fall 2023

- Mandated by the ETS General Education Department
- Conception of a survey platform and pedagogical mini-test
- Frontend application with React and backend with Node.js
- Agile development based on SCRUM and Kanban models
- Objective to limit maintenance costs
- Open-source approach

ANNOTATE ME - TUTORED PROJECT

LISTIC research laboratory - Annecy, France
2018-2019

- Design a web interface with the Laravel Framework.
- Write specifications and carry out regular monitoring.
- Manage a database including user data.
- Implement the solution at the customer.

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