

# Jérémy Lalonde

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*Autonomous, passionate and eager to learn!*

## EDUCATION

|   |                         |
|---|-------------------------|
| <b>École de technologie supérieure</b>                        | Fall 2018 – Present     |
| <i>Bachelor of Software Engineering</i>                       | <i>GPA 3.92/4.3</i>     |
| <i>Technological academic path - Computer science profile</i> | <i>GPA 4.03/4.3</i>     |
| <b>Université de Montréal</b>                                 | Fall 2017 – Summer 2018 |
| <i>Bachelor of Physics (1 year)</i>                           | <i>GPA 3.38/4.3</i>     |
| <b>Collège de Valleyfield</b>                                 | Fall 2015 – Summer 2017 |
| <i>Natural sciences</i>                                       | <i>Cote R 31.192</i>    |

## PROFESSIONAL EXPERIENCE

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| <b>Analogic Corporation</b>  | Fall 2020 - Winter 2021                                |
| <i>System Test Developer (Internship)</i>  | <i>4950 rue Levy, Saint-Laurent, QC H4R 2P1</i>        |
| <ul style="list-style-type: none"><li>Designed and developed a test tool for the synchronization of X-ray detectors in Python</li><li>Created and used a test process for the verification and validation of the test tool with Jira and Zephyr</li><li>Released and integrated the test tool into a CI/CD process with Bamboo</li><li>Implemented a function in the detector's API in C++ for the management and recovery of raw images</li></ul> |  |
| <b>École de technologie supérieure</b>   | Fall 2019 – Present                                    |
| <i>Teacher Assistant</i>   | <i>1100 rue Notre-Dame Ouest, Montréal, QC H3C 1K3</i> |
| <ul style="list-style-type: none"><li>Provide help for students in their learning of binary and the programming basics in C</li><li>Support students in their learning of object-oriented programming in Java</li><li>Assist students during periods of practical work for the realization of their team projects</li></ul>  |  |
| <b>RE-AK Technologies</b>  | Winter 2020 - Summer 2020                              |
| <i>C# Developer (Unity)</i>  | <i>400 rue Montfort, Montréal, QC H3C 4A8</i>          |
| <ul style="list-style-type: none"><li>Converted a cognitive state data collection application to a tablet format with Unity</li><li>Scaled the data collection application to allow connection and control to multiple EEG sensors simultaneously</li></ul>  |  |
| <b>Décathlon Canada</b>  | Summer 2019 - Summer 2020                              |
| <i>Back-End E-Commerce Developer</i>   | <i>2151 Boulevard Lapinière, Brossard, QC J4W 2T5</i>  |
| <ul style="list-style-type: none"><li>Created Prestashop modules for various projects</li><li>Implemented features with Prestashop in PHP</li></ul>  |  |
| <i>Full-Stack E-Commerce Developer (Internship)</i>  |  |
| <ul style="list-style-type: none"><li>Created Prestashop modules allowing the integration of cross-selling via calls to Heroku APIs</li><li>Worked on the total overhaul of the UI/UX in JavaScript, Smarty and Sass</li></ul>   |  |

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, Swift, C#, SQL, PHP, JavaScript, HTML/CSS  
**Frameworks:** Java Swing, JUnit, Node.js, Prestashop  
**Development tools:** Git, Jira, Confluence, Bamboo, Docker, VS Code, Xcode, Visual Studio, IntelliJ, Eclipse  
**Methodology:** Agile, Scrum  
**OS:** UNIX (MacOS / Linux), Windows

## PERSONAL PROJECTS

|   |                       |
|---|-----------------------|
| <b>Brosse   Swift</b>   | Spring 2020 – Present |
| <ul style="list-style-type: none"><li>Designed and developed an iOS application for evening games with friends in Swift</li><li>Collaborated on the creation of models on Figma</li><li>Incorporated data collection with Google Analytics</li><li>Deployed a public beta with Testflight</li></ul> |                       |

## HOBBIES

**Sports:** Skydiving ("A" license), competitive hockey since the age of 5, golf, snowboarding, hiking  
**Travel:** One-month cultural immersion trips to Ecuador, three-week backpacking trip to Peru