Gregory Desrosiers
Software Developer

gregorydesrosiers667@gmail.com
linkedin.com/in/gregorydesrosiers
gregpdessch.github.io

SKILLS   Java, C++, Python, jQuery, C#, Spring, Angular, HTML, Ruby, CSS, Play, Unity, UE4

EDUCATION

University of Waterloo   Waterloo, Ontario
Bachelor of Software Engineering (BSE)   Sep 2014 – May 2019

PROFESSIONAL EXPERIENCE

NielsenIQ   Markham, Ontario
Software Developer   Mar 2020 – Present

- Transformed components of the data reporting API into Docker containers using Docker, Java, Spring Boot, JUnit, and Microsoft Azure, improving scalability and efficiency
- Standardized logging of a data reporting API, decreasing response time, using Java, Spring Boot, Graylog, and Google API
- Planned the migration process of 1400 queries from Sybase to PostgreSQL in a data reporting tool using C++, Spring Boot, and the Microsoft Foundation Class Library, reducing data storage costs by 85%
- Modernized the data reporting tool with crash reports and Auth0 authentication using C++ and Spring Boot, streamlining debugging practices and minimizing security vulnerabilities
- Resolved 20 high-severity security vulnerabilities in a data report application, using Angular and Java, limiting SQL injection and cross-site scripting attacks

Kii Mobile Technologies, Inc. [Co-op]   Toronto, Ontario
Software Developer   Aug 2018 – Dec 2018

- Fabricated the identity access and management console with the team, using Angular, Spring, and MongoDB, to manage Salesforce users and Dialogflow agents of an SaaS email parser with consistent permissions, to manage 100 users
- Constructed main parser functionality in a four-person team to extract and select Salesforce accounts, contacts, and tasks using Java, Spring, Dialogflow, and the Google Knowledge Graph API, deployed using Amazon Web Services, intending to achieve 90% accuracy

IBM Canada, Ltd. [Co-op]   Markham, Ontario
Unity AR HoloLens Developer   Jan 2018 – Apr 2018

- Integrated Microsoft HoloLens Spectator View using Unity and C# into a Universal Windows Platform app to allow engineers to follow project discussions in the mixed reality environment with component interactions
- Developed prototypes of a 2D room designer app for a furniture retailer using OpenCV, C++, and image inpainting techniques

University of Waterloo [Co-op]   Waterloo, Ontario
Web Application Developer   May 2017 – Aug 2017

- Solely upgraded an audit app using Play, Java, Scala, MariaDB, jQuery, and a JSON student grading parser, to report progression of 500 Software Engineering students and aid in course planning and admission
- Spent 30+ hours reviewing assignments in a three-person team to an advanced C++ programming course, adding education value

Public Works and Government Services Canada [Co-op]   Toronto, Ontario
Web Developer   Sep 2016 – Dec 2016

- Formatted 50 sections of the *Public Accounts of Canada* website in a seven-person team using HTML and an in-house language to present the 2015-2016 government expenses, delivering results to the Parliament of Canada with W3C accessibility standards met
- Revised and updated instructions to formatting accounting sections in the team, eliminating ambiguities and improving orientation by 35%

The Weather Network (Pelmorex Corp.) [Co-op] Oakville, Ontario
QA Developer Jan 2016 – Apr 2016
- Conducted biweekly website regression testing in a five-person team to ensure consistent UX and delivery, maintaining 45 million monthly views
- Performed frontend bug reproduction testing on PC and mobile using over 150 Atlassian JIRA tickets with daily scrums, increasing development efficiency and ensuring on-time delivery

Conrad School of Entrepreneurship and Business [Co-op] Waterloo, Ontario
Research Assistant Developer May 2015 – Aug 2015
- Added new UI elements to a LEGO store web application for the Managing Technological Innovation course using Backbone.js, Bootstrap, and Django
- Programmed front-end unit tests for a web-based entrepreneurial platform using Selenium WebDriver and Java, reducing testing time by 70%

VOLUNTEERING EXPERIENCE

LinkedIn Remote (Scarborough, Ontario)
LinkedIn Learning Champion Program Mentor Oct 2020 – Present
- Mentoring 16 out of 500+ student ambassadors in a LinkedIn Learning program, with 55 program projects submitted

LinkedIn Remote (Montreal, Quebec / Markham, Ontario)
LinkedIn Learning Student Ambassador Oct 2019 – Apr 2020
- Placed in the top 5% of 900+ participants across North America for marketing LinkedIn Learning to post-secondary students
- Contributed towards driving 10% increase in engagement for the consortium of 44 public colleges and universities in Ontario with the LinkedIn Learning contract offered by the Government of Ontario
- Established a learning journey and personal brand by completing 20 LinkedIn Learning courses, posting about the content with completion certificates, and sharing some career-level insights

WE Movement Toronto, Ontario
WE Day Toronto - Mascot Wrangler Sep 2018
- Entertained over 2,000 people out of the 18,000 attendees with the help of a mascot, ensuring safety and guided navigation
- Snapped over 50 photos of 1,000 attendees for memories of their enthusiastic experience at the show

University of Waterloo Toronto, Ontario
Ontario Universities' Fair - Software Engineering Ambassador Sep 2015
- Inspired over 60,000 students on the different programs offered at UWaterloo in an event of 120,000, including admission processes and structure of the Software Engineering program
- Guided 50 students and families, based on info required, to the right people in eight different Q & A tiers, improving efficiency of information delivery by 60%

Ark Paradigm, Inc. Kitchener, Ontario
Web Developer Jun 2015 – Jul 2015
- Created frontend interface for a financial audit automation website using HTML, CSS, and jQuery

PROJECTS

ToronHot Dog: Designed a website to perform location search and pathfinding to Toronto's hot dog stands using Google Maps, Ruby on Rails, PostgreSQL, jQuery, and Bootstrap

WATOSCENGEN: Conceptualized a road generation project for the WATonomous student design team using Unreal Engine 4, Blender, and C++ to provide test scenarios on feedback control, path planning, and perception of team's self-driving Chevrolet Bolt

MLH Tic-Hac-Noe: Created a 6x6 tic-tac-toe game using Unity and C#, achieving Daily 4th place on Newgrounds in Nov 2016

LEARNING CERTIFICATIONS

Become a Python Developer, Become an Azure Developer, Diversity, Inclusion, and Belonging for All