Gregory Desrosiers

Software Developer

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gregpdessch.github.io

SKILLS

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

EDUCATION

University of Waterloo Waterloo, Ontario

Sep 2014 – May 2019

CO-OP TERMS

Kii Mobile Technologies, Inc. (VC-backed)

Bachelor of Software Engineering (BSE)

Toronto, Ontario

Software Developer

Aug 2018 - Dec 2018

- Constructed a SaaS email parser 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, with a goal of achieving 90% accuracy
- Fabricated the identity access and management console with the team, using Angular, Spring, and MongoDB, to manage Salesforce
 users and Dialogflow agents of the SaaS application with consistent permissions, with a goal to manage 100 users

IBM Canada, Ltd. 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
- Devised proof of concepts in a five-person team using **OpenCV**, **C++**, and image inpainting techniques, to provide daily insight to the main dev team in developing a 2D room designer app on the **Microsoft Surface** for a furniture retailer

University of Waterloo

Waterloo, Ontario

Web Application Developer

May 2017 - Aug 2017

- Solely upgraded an audit app using **Play**, **Java**, **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

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 a proprietary 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, reducing ambiguity and improving orientation by 35%
- Wrote a widget for an internal web portal using ColdFusion and JavaScript to load feed directly from an Instagram account

The Weather Network (Pelmorex Corp.)

Oakville, Ontario

QA Developer

Jan 2016 – Apr 2016

- Conducted biweekly regression testing on website updates in a five-person team to ensure consistent UX, allowing on-time deployment
- Performed manual frontend testing using over 150 Atlassian JIRA tickets with daily scrums, increasing development efficiency

Conrad School of Entrepreneurship and Business

Waterloo, Ontario

Research Assistant Developer

May 2015 - Aug 2015

- Programmed front-end unit tests for a web-based entrepreneurial platform using **Selenium WebDriver** and **Java**
- Added new UI elements to a LEGO store web application for the Managing Technological Innovation course using Backbone.js,
 Bootstrap, and Django

PROJECTS

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

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

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

CERTIFICATIONS

Advanced Java Programming, Programming Foundations: Software Testing / QA, Agile Foundations