

# Gregory Desrosiers

## Software Developer

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gregpdessch.github.io 

## SKILLS

Java, HTML, CSS, C++, JavaScript, C#, Python, Ruby

## EDUCATION

University of Waterloo


Waterloo, Ontario 

Bachelor of Software Engineering (BSE)

Sep 2014 – May 2019 

## TECHNICAL EXPERIENCE

Kii Mobile Technologies, Inc.


Toronto, Ontario 

Software Developer (Co-op)

Aug 2018 – Dec 2018 

- Constructed an SaaS e-mail parser with operations to extract and select Salesforce-based accounts, contacts, and tasks from e-mail using **Java**, **Spring**, **Dialogflow**, and the **Google Knowledge Graph API**, deployed using **Amazon Web Services**
- Fabricated an identity access and management console, using **Angular**, **Spring**, and **MongoDB**, to manage users and **Dialogflow** agents of the SaaS application with consistent permissions

IBM Canada, Ltd.


Markham, Ontario 

Unity AR HoloLens Developer (Co-op)

Jan 2018 – Apr 2018 

- Integrated **Microsoft HoloLens Spectator View** using **Unity** and **C#** into a **Universal Windows Platform** app to allow engineers follow team discussions in the mixed reality environment
- Devised proof of concepts using **OpenCV**, **C++**, and image inpainting techniques, to provide daily insight to the main dev team in developing a 2D room designer for a furniture retailer

University of Waterloo

Waterloo, Ontario 

Web Application Developer (Co-op)

May 2017 – Aug 2017 

- Upgraded an audit app using **Play**, **Java**, **MariaDB**, **jQuery**, and an existing data parser, to report progression of Software Engineering students and aid in course planning
- Elicited reviews of assignment instructions to a course on C++ template and software design principles, adding value to material

Public Works and Government Services Canada


Toronto, Ontario 

Web Developer (Co-op)

Sep 2016 – Dec 2016 

- Formatted sections of the *Public Accounts of Canada* website using **HTML** and a proprietary language to present the 2015-2016 government expenses, delivering results to the Parliament of Canada with **W3C** standards met
- Revised and updated instructions to formatting sections of the breakdown, reducing ambiguity and improving team orientation
- Wrote an widget for an internal web portal using **ColdFusion** and **JavaScript** to load feed from an Instagram account

The Weather Network (Pelmorex Corp.)

Oakville, Ontario 

QA Developer (Co-op)

Jan 2016 – Apr 2016 

- Conducted regression testing on website agile updates to ensure consistent UX, allowing the dev team to deploy the code online
- Performed manual frontend testing on the websites using logged **Atlassian JIRA** tickets as scenarios, increasing development efficiency


## 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 path finding 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

Amazon Web Services for Architects Essential Training

LinkedIn Learning

Oct 2019 

Cultivating a Growth Mindset

LinkedIn Learning

Aug 2019 

Choosing a Cloud Platform for Developers: AWS, Azure, and GCP

LinkedIn Learning

Jul 2019 