Gregory Desrosiers

Software Engineer

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SKILLS

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

EDUCATION

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

INTERNSHIPS

Kii Mobile Technologies, Inc. (VC-backed) 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

JavaScript Essentials, Amazon Web Services Essentials, Choosing a Cloud Platform: AWS, Azure, and GCP