Gregory Desrosiers

Software Engineering 2019
University of Waterloo

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TECHNOLOGIES

Experienced in:
- Java
- HTML
- CSS

Comfortable with:
- C#
- C++
- jQuery

Tools:
Microsoft Windows, Unity 5, Visual Studio Express 2015, Adobe Brackets, Eclipse, Bash, JetBrains PyCharm, Selenium WebDriver, Atlassian JIRA, Blender

Other Programming Languages and Frameworks: Unity API, Python, C, LaTeX

TECHNICAL EXPERIENCE

Public Works and Government Services Canada, **Web Developer**, North York, Ontario   *September – December 2016*
- Executed different tools and analyses to produce the *Public Accounts of Canada* website following government standards including W3C accessibility, bilingualism, and mobile-friendliness
- Contributed to 3 sub-projects as part of the Government of Canada's Web Renewal Project valued in the media at approx. $1 billion
- Programmed an Instagram widget with Adobe ColdFusion and JavaScript for an internal web portal

Pelmorex Media, Inc. (The Weather Network), **QA Developer**, Oakville, Ontario   *January – April 2016*
- Conducted market-based regression testing on both desktop and responsive sites using **iOS** and **Android** devices
- Streamlined the scrum testing cycle with checklists and team-building communication with four other testers
- Performed functional testing on code updates and resolved defects
- Reviewed and simplified the SKID Environment data generator using **Visual Studio Express 2015** and **C#**

UWaterloo Conrad Centre, **Research Assistant Developer,** Waterloo, Ontario   *May – September 2015*
- Self-taught **Django**, **Backbone.js**, **Git**, and **Selenium WebDriver**
- Enhanced the Roboworx online application for UWaterloo's BET 607 course
- Designed flowcharts to improve login process of the Jamii student networking platform
- Programmed Jamii platform test scripts using **Selenium WebDriver**, **Java**, and **Eclipse**

Ark Paradigm, **Web Developer,** Kitchener, ON   *May – August 2015*
- Implemented initial website code using **HTML**, **CSS**, and **jQuery**, following design drawings and layouts from CEO
- Designed a database structure using **MySQL** for startup applications

SIDE PROJECTS

Personal Website   *February 2015 – Present*
- Developed the update using **HTML 5**, **CSS 3**, **jQuery** and **AngularJS**
- Sketched out layout and UX design on paper, tailoring to three systems: desktop, phones and tablets, and Nintendo Wii U
- Designed the website with inspiration from personal websites of classmates and Nintendo's *Splatoon* for both professional and entertainment purposes

GPD Baddle, Toronto, Ontario   *October 2016 – Present*
- Built my own levels for a clone of Taito's *Arkanoid* using **Unity 5**
- Modelled powerup tokens in **Blender** with texture maps edited using **Inkscape**
- Planning to program powerups, build models for player and enemies, and add animation and particle systems

GPD Sliding Cannon (Hack the North), Waterloo, Ontario   *September 2016*
- Created and built a one-level fixed shooting game for the Android using **Unity 5** and **C#**
- Utilized the gyroscope and touch screen as player input
- Designed the game as a pilot project for a full-scale game to be built for the Nintendo Wii U

SKILLS AND QUALIFICATIONS

- Eager to learn web development and video game development through technical experience and side projects
- Demonstrated analytical and research skills in past co-ops and side projects
- Efficient teamwork through employment and volunteering experience with the University of Waterloo

OTHER SIDE PROJECTS

GPD Pong   *July 2016 – September 2016*
- Built a two-player Pong clone as an update to GI Jam 2015 Pong, using **Unity 5** and **C#**, on the WebGL and PC platforms
- Programmed three opponent difficulty settings, a game controller, one and two player modes, and UI with primitive elements
- Self-taught game development basics with Unity Tutorials, Unity Answers, and Unity Forums

GI Jam 2015 Pong, University of Waterloo   *October 2015*
- Created a Pong clone using **C#** and **Unity 5** game engine
- Integrated an initial collisions system for the game and AI for the second player
- Built it to the PC with prior functional testing

The Desrosiers Mechanics Teaching Tool, Champlain College Saint-Lambert   *January - April 2014*
- Implemented a **Java** application to demonstrate vectors and kinematics
- Utilized **Eclipse** for coding and **NetBeans** for GUI design
- Documented project initiative, design, and development results

VOLUNTEERING EXPERIENCE

Games Representative, University of Waterloo, Waterloo, ON   *September 2015 – July 2016*
- Organized and hosted a social gathering at the Grand River Rocks in Kitchener, ON, with other SE 2019 students
- Coordinated with other SE Game Reps on organizing a class competition event

Software Engineering Ambassador, Ontario Universities Fair, Toronto, ON   *September 2015*
- Answered questions from prospective high school students regarding Software Engineering and personal experiences
- Shared discussion efforts with different ambassadors and faculty members

Logistics and Security Volunteer, Tech Retreat 2015, Waterloo, ON   *August 2015*
- Provided security across the facility where the hackathon took place
- Collected garbage and managed food distribution at lunch and supper time

Volunteer, Canada Day Celebrations, University of Waterloo   *July 2015*
- Entertained children and families with some trivia on Canada
- Distributed paper passports and Mr Freeze ice pops as reward

Volunteer, EngSoc Goes to THEMUSEUM (UWaterloo), Kitchener, ON   *July 2015*
- Collaborated with children in two out of three science activities
- Ensured the safety of the visitors by clearing the area where an egg contraption would fall

ACTIVITES & INTERESTS

Video game player, own several games from Steam and GOG.com and some consoles including the Wii U

YouTube enthusiast for nine years