Gregory Desrosiers

Software Engineering 3A, University of Waterloo

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TECHNICAL SKILLS

PROFESSIONAL EXPERIENCE

Programming Languages: Java, HTML, CSS, JavaScript, C++, C#, Python, Adobe ColdFusion, MySQL

Frameworks and APIs: jQuery, Unity, Selenium WebDriver, Django, Backbone.JS, AngularJS, JUnit, LaTeX, Bootstrap Tools: Git, Adobe Brackets, Unity Editor, Eclipse, NetBeans, PyCharm, VMWare, Atlassian JIRA

Web Developer, Public Works and Government Services Canada

Sept. - Dec. 2016

(514) 994-3690 📞

- Developed sections of the *Public Accounts of Canada* website using HTML and an in-house formatting language, meeting some W3C standards, delivered the website on schedule
- Delivered recommendations from research on blocking web crawlers for a confidential government website, resulting in a bigger user-agent block list
- Implemented automatic loading of name-based user results using Adobe Coldfusion, loading the page immediately from search results
- · Wrote an Instagram widget with Adobe ColdFusion and JavaScript for an internal web portal

QA Developer, Pelmorex Media, Inc. (The Weather Network)

Jan. - Apr. 2016

- Strategically conducted market-based regression testing on both desktop and mobile sites, improving functional and user-end quality
- Created and updated checklists to streamline the bi-weekly regression testing process, reducing testing duration to 8 hours on average
- Coded coverage to a test data generator for multiple XML schemas of weather data using C#
- Performed functional testing using logged Atlassian JIRA tickets as test scenarios, increasing reliability of the websites' mechanics
- Completed two full-scale regression testing cycles for website backend upgrades, improving performance and user experience

Research Assistant Developer, UWaterloo Conrad Centre

May – Aug. 2015

- Programmed 12 front-end unit tests for a web-based entrepreneurial platform using Selenium WebDriver and Java, increasing testing procedure efficiency
- Added new interactive mechanics to a LEGO store web application for UWaterloo's BET 607 course using Backbone.js, Bootstrap and Django
- Self-taught Django, Backbone.js, Git, and Selenium WebDriver, succeeding in programming a to-do list web application

Web Developer, Ark Paradigm, Inc.

May - Aug. 2015

- · Integrated a starter user interface for an automated system in financial reporting using HTML, CSS and jQuery
- Wrote some additional frontend code for the company website
- Self-taught MySQL to build some database tables for automation system

PROJECTS

MLH Tic-Hac-Noe Dec. 2016

 Produced a two-player game based off of tic-tac-toe using Unity 5 and C# at MLH Local Hack Day, achieving Daily 4th Place on Newgrounds on December 6, 2016

GPD Sliding Cannon Sept. 2016

- Created a one-level fixed shooting game for Android using Unity 5 and C#
- Utilized the gyroscope and touch screen taps as input

Personal Website Feb. 2015 – Present

- Developed the website using HTML5, CSS3, jQuery and AngularJS
- · Conceptualized layout and UX design, optimized website for desktop, phones, tablets, and the Nintendo Wii U