Jack Drolet

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Education

McGill University, Montreal QC

- **Bachelor of Science** in Software Engineering, Minor in Chemical Engineering — May 2022
- 3.92 / 4.00 GPA

Technical Skills

Languages	Java, C#, C/C++, HTML, CSS, MATLAB, Python, OCaml, Shell script
Tools/ Frameworks	Git, Unity, OpenGL, Gradle, Maven, Docker, Cucumber

Experience

Undergraduate Course Assistant – CHEE 351 (Separation Processes)

McGill University, Montreal QC — March 2022 – May 2022

- Created learning materials for undergraduate students on the Pressure Swing Adsorption unit operation.

Intern

Smart Carts LLC, Buxton ME — Summers June 2015 – July 2021

- Handled company's web presence by designing their websites and editing product images.
- Assisted in product development and prototyping including creating patent application diagrams.

Process Analyst Intern

Enterprise Foundry, Lewiston ME — Summers March 2016 – August 2019

- Performed internal quality audits in accordance with the ISO 9001:2015 standard.
- Created training materials based on the Training Within Industry (TWI) method.

Projects

Portfolio Website – HTML, CSS, JavaScript — Spring 2022

- Designed and developed a portfolio website using HTML, CSS and enhanced with JavaScript

Online Board Game (Elfenroads) – C#, Unity, RESTful APIs, Docker — Winter 2022

- Developed online recreation of the board game Elfenroads using Unity
- Credentials were handled by a general-purpose lobby service run in a Docker container. Interactions were implemented using RESTful API calls to the lobby.

Hole-in-the-Wall Game – C++, OpenGL, GLSL — Summer 2021

- Designed and developed a game using OpenGL as the only framework
- Developed code and shaders to support lighting, shadows, models, and textures in C++ and GLSL

Chemical Engineering Algorithms – MATLAB — Fall 2020

- Implemented chemical engineering algorithms in MATLAB. Algorithms implemented were Newton-Raphson root solving, Gauss-Jordan elimination, and Romberg integration.