

Jérémi Savard

Candidate to the engineering profession
B.Eng.

Coordinates
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Academic Profile

Bachelor's degree in Computer Engineering *Cybersecurity specialization* GPA: 3.74/4.3 University of Sherbrooke 2017-2021

Cegep diploma, DEC *Computer sciences and mathematics* Cegep of Sherbrooke 2013-2015

Professional Experience

DevOps Tech Lead

June 2022 - present

Laplace Insights, Sherbrooke

- Design a cloud architecture on AWS with Terraform and configure instances with Ansible
- Develop and manage containerized Python (Django) applications running on Linux
- Create and maintain a CI/CD pipeline on Github Actions
- Monitoring running services with tools such as Prometheus and Grafana
- Shift Left security approach with Agile development
- Configure VPCs for internal, private and public resources like PostgreSQL databases

Analyst Programmer

January 2022 - June 2022

IBM, Bromont

- Develop Java microservices
- Use frameworks such as Spring Boot and Maven
- Work with relational databases
- Manage code versioning with Github

Online Programmer, Internship

April 2021 - September 2021

Ubisoft, Montreal

- Work on a new platform to run game servers using a custom implementation of Agones
- Learn how to use cloud related softwares such as Kubernetes, Docker and Helm charts
- Fetch and monitor cluster data by implementing Golang microservices

Business intelligence developer, Internship

August 2020 - December 2020

Ubisoft, Montreal

- Develop and find relevant metrics for matchmaking services in C#.Net
- Use tools such as Prometheus and Elastic search for system observability
- Create dashboards with Grafana and Kibana to visualize data

Web developer full stack C#.Net, Internship Sherweb, Sherbrooke

August 2019 - December 2019

Front-end web developer, Intership CGI, Sherbrooke

January 2019 - April 2019

University Projects

Senior year design project, Ubivius, sponsored by Ubisoft

Summer 2020 - Autumn 2021

- Create a 2D pixel art multiplayer video game
- Develop a video game development cloud platform which can be used by Unity engine
- Integrate cloud related technologies such as Kubernetes, Go, Docker etc.
- Implement DevOps best practices
- Deploy clusters under GKE

Skills

Programming: Python C# Java SQL Golang C++ TypeScript

Tools: Git Docker Kubernetes Terraform Ansible AWS Github Actions Prometheus Grafana

Linguistic: French English

Interests

Golf Cinema Video Games Skiing Cooking DIY Raspberry Pi projects