

EDUCATION

Bachelor of Engineering

Polytechnique Montréal

📅 Fall 2016 – Winter 2021

Software Engineering 🎓

- Focus on **Game Development** and **Artificial Intelligence**.
- Member of the game development society, **PolyGames**.
- **3.4 / 4.0** CGPA with **93** out of 120 units completed.
- Key project: Multiplayer game with **Elixir** and **C#**.

Quebec Diploma of College Studies

Collège de Maisonneuve

📅 Fall 2014 – Winter 2016

Computer Science and Mathematics 🎓

- Final keystone project: **Physically simulated game** using Java.
- **IT Technician** during the Computer Science open doors day.

INTERNSHIPS

Software Developer Intern

Google

📅 Summer 2020

Hotels - Vacation Rental 👥

- Heavy use of **C++** and **highly parallel libraries** for developing back-end features within the Vacation Rental team.
- Worked closely with the Hotels group to maintain a **clean architecture** and efficient pipeline.

📅 Winter 2019

Android Location Research 👥

- Used **C++** and **Python** to improve the **accuracy** of geo-location **back-end** algorithms within the Android ecosystem.
- Provided the team with **tools** and **metrics** for the system, and integrate them into the main location pipeline.

Software Engineer Intern

Microsoft

📅 Summer 2019

Azure Dev Spaces 👥

- Developed a dashboard with **C# .Net Core** and **VueJs** to enhance the productivity of developers within the team.
- Deploy the application with **Docker** and provide CI/CD through **Azure DevOps**.

📅 Winter 2018

Garage - Snip Insight 👥

- Designed a **multi-threaded architecture**, leading to a solid **8x performance gain** while using 5x less resources.
- Worked extensively with **Cloud Services** in **Azure** and image processing tools under the **C# WPF** framework.

Software Developer Intern

Corstem

📅 Summer 2018

Core Dev Team 👥

- Developed a robust **AI medical software**, using **C++** and the **Qt** framework to help cardiologists with their diagnostics.
- Optimized and improved **machine learning algorithms** made with **PyTorch**, **Tensorflow** and **Keras**.

PROJECTS

Repair It

Global Game Jam

📅 Winter 2020

Try It: 📄

- Multiplayer IT shop game, inspired by Overcooked, created with **Unity3D**.
- Developed the controller movements as well as the **AI behavior and interactions**.

Spot

ConUHacks V

📅 Winter 2020

Unity AR Challenge 🏆

- **Award-winning** augmented reality mobile application made with **Unity3D**.
- Developed using **C#** and a simple server with **Rust** and the **Rocket** framework.

Pow Chicken Pow!

Creative Jam VII

📅 Summer 2017

Try It: 📄

- Multiplayer game created with **Unity3D**.
- Developed the **shooting physics**, some gameplay elements and NPC's **AI**.

EXTRA-CURRICULAR

Head of Laboratories

LOG8235

📅 Fall 2020

Game Development 🎮

Lead the graduate level laboratories of **Intelligent Agents for Video Games**.

- Teach students **Unreal Engine 4** with **C++**.
- Prepare, present and grade the projects.

Unreal Engine Trainer

PolyGames

📅 Fall 2020

Game Development 🎮

Lead the **Unreal Engine 4** workshops for all aspiring game developers in Polytechnique.

Teacher Assistant

GIGL

📅 Fall 2018 - 2019

INF2010 📄

Introduced junior year students to **data structures and algorithms** using Java.

📅 Fall 2017

INF1010 📄

Introduced sophomore year students to **C++ std and object oriented concepts**.

Project Coordinator

Youth Fusion

📅 Fall 2016

Game Development 🎮

Taught high school students the process of **making games** for the Ubisoft competition.