

EXPERIENCE

Product Manager: Back-end

HackMerced

 May 2018 – Present day

 Merced U.

- Monitor and work alongside a team of student developers using **NodeJs**, **MongoDB** and **React**.
- Plan and ensure progression of the development road map with **Agile methodologies** and good coding practices.
- Help team members with the development and correct the code through **code reviews**.

Software Engineer Intern

Corstem

 May 2018 – Present day

 Montreal

- Develop a robust **AI medical software**, using the **C++ Qt** framework to help cardiologists with their diagnostics.
- Optimize and develop **machine learning algorithms** using **PyTorch**, **Tensorflow** and **Keras**.
- Conceptualize a **software architecture** to serve as a base framework for the company development.

Software Engineer Intern

Microsoft

 January 2018 – April 2018

 Vancouver

- Led the development of an **open source Windows 10 utility** application to inject **AI** into the snipping process.
- Worked extensively with **Cloud Services** in **Azure** and image processing tools under the **C# WPF** framework.
- Designed a **multi-threaded architecture**, leading to a solid **8x performance gain** while using **5x less resources**.

Web Developer

Discount Quebec

 August 2017 – December 2017

 Pointe-Claire

- Worked on a website using **AspNet** and **MySQL** to monitor the deployment of cars within the company.
- Developed a platform to improve the coordination in the HR department, using **ColdFusion** and **Bootstrap**.
- Implemented an online PDF signing tool with **CSS** and vanilla **Javascript**.

EDUCATION

Bachelor of Engineering

Polytechniques Montreal

 August 2016 – Dec 2020

 Software Engineering

- **Teacher assistant** in C++, Algorithms and Data Structures.
- Member of the game development group, **PolyGames**.
- Cumulative GPA: **3.35 / 4.0** on 49 total credits.

Quebec Diploma of College Studies

College de Maisonneuve

 September 2014 – May 2016

 Computer Science and Mathematics

Volunteered at the Computer Science day as **IT Technician**.

PROJECTS

InuBliable

Mobile Application

 August 2018

 ML Experiments

- On-going dog breed recognition mobile application using the **Flutter SDK**.
- Implementation of the machine learning algorithm with **Tensorflow**.
- Development of the web services in **Go** with **Google Cloud Platform**.

GreenYard

Social Platform

 May 2018

 HackQC 2018

- Garden sharing and green environment **multi-platform** application.
- Implemented main features on the mobile side of the project, using the **Ionic SDK**.
- Developed the web interface of the application using **Angular 5**.

Curiocity

Mobile Application

 March 2018

 Mission Hack

- **Image recognition** and **social network** platform for outdoor danger detection.
- Developed the mobile application using **React-Native** and **Bootstrap**.
- Implemented the back-end with **Firebase** and the **Azure's Cognitive services**.

Pow Chicken Pow Pow!

3D Shooter

 August 2017

 Creative Jam

- Multiplayer shooting game created in **Unity3D** with **C# Mono**.
- Developed the **shooting physics**, some gameplay elements and general **AI**.
- Conceptualized the **level design** as well as the **multiplayer** features.

ACHIEVEMENTS



Microsoft Awards

Code Champion, Hero of the Week



Hackathon Prices

Mission Hack 2018, Edu ProtoHacks



Extra-curriculum activities

Sponsors Liaison Manager at PolyHx



Open Source Contribution

Snip Insights, Cardiac-segmentation