KEVIN PANTELAKIS

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Language spoken and written

Spoken French: Excellent   Written French: Excellent
Spoken English: Very good   Written English: Excellent

Education

2015-2019	**Bachelor's in software engineering** École Polytechnique Montréal
2015	**DEC in computer and mathematical sciences** CEGEP Régional de Lanaudière à Joliette

Technological knowledge

Main Programming languages

- C#
- Python
- PHP
- Java
- SQL
- C/C++
- HTML/CSS

Development environment and software

- Visual Studio
- JetBrains solutions
- Git/GitHub
- SVN
- Agile Methodologies
- Basics 3D modelling with Blender software
- Unity3D

Professional Experience

Programmer-Analyst   **2019-Present**
Lussier Dale Parizeau

- Develop and maintain several of the company softwares.
- Analyse brokers needs.
- Repair database integrity errors
- Analyse and report data
- Estimate Tasks
- Convert data when acquiring competitors

Software developer   **Summer 2017**
Internship at Bombardier Transportation

- Develop a continuous integration solution for different projects of the company
- Program a Python communication software simulating a braking system
- Participate and animate SCRUM meetings
- Define sprint goals
- Estimate development time required for each required task

Projects and realizations

Discord Bot   **2020-Present**

During the pandemic, I developed a Discord Bot to help my Discord server handle the growing number of gamers. It mainly handles the teams for games such as CSGO. But It also plays music and also contains a game of charade. Already existing bots could have done the job, but I never miss an opportunity to learn something new.

- The bot is coded in Python 3
- Around 1500 lines of code (It ain't much but it's honest work!)

PolyHx   **2016 - 2019**

Executive member and co-founder of PolyHx, a student committee organizing artificial intelligence and smart city themed hackathons. PolyHx also participates in computer science-related activities.

- Organize and supervise competition events of over 300 participants
- Animate the meetings of the executive committee.
- Write meeting agendas and reports
- Manage volunteers for the events
- Prepare posts for social networks and emails for events
- Manage all communication platforms

VRTracker VR mini-games   **Winter 2019**

As part of my final BACC project, I participated in the full development of three mini-games in virtual reality. The project was done in the span of three months with 4 other students with Unity3D.

- Develop and build three VR online multiplayer games in Unity
- Produce the necessary documentation for the client and future development
- Manage a team of 5 and define the sprint goals
- Coordinate the development of every part of the games
- Assure software quality and integrity

DestinatR: Hackathon Android app to facilitate finding a parking spot in big cities   **Winter 2017**

DestinatR is an application created for HackQc 2017 hackathon. The app facilitates parking by using Google Maps API and big cities open data to find a free parking spot close to the desired destination. The application made it in the top 10.

- Analyze and develop a complete project in 48 hours
- Coordinate work with a team of 5 developers
- Deepen my understanding of Typescript and Node.js
- Parse parking related open data for various cities
- Make models to normalize the data