

Kevin Pantelakis

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## Language spoken and written

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

## Education

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**2015-2019**      **Bachelor's in software engineering**  
École Polytechnique Montréal  
120 credits completed as of May 2019

**2015**      **DEC in computer and mathematical sciences**  
CEGEP Régional de Lanaudière à Joliette

## Technological knowledge

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### Programming languages

- C#
- Python
- Java
- C/C++
- HTML/CSS
- Typescript et Node.js

### Development environment and software

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

## Professional Experience

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### VR Game developer

Winter 2019

Final Project in software engineering for VR Tracker

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

### 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

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## 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

## DestinatR: Hackathon Android app to facilitate finding a parking spot in big cities (HackQc)

Hiver 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

## CityMinR: Development of a web open data mining application (conUHacksII)

Hiver 2017

CityMinR is a web application used to simplify access to open data provided by certain cities. This application was developed during the ConUHacksII hackathon.

- Analyze and develop a complete web app in 24 hours
- Coordinate work with a team of 4 developers
- Learn Typescript and Node.js
- Analyze Montreal's open data API
- Develop the data mining tool

## Integration Project: Conception and design of a complete 3D game with OpenGL (Teamwork with 14 people)

2015

- Analyze and develop a complete game project
- Lead a team of 4 people
  - Define the tasks
  - Organize weekly meetings
  - Establish deadlines
  - Supervise the work of the team members
- Create an efficient 3D display engine
- Create a fully functional 3D camera
- Management of the player movements
- Manage the physics effects on the player
- Create 3D models with Blender
- Create an ergonomic GUI