Laurine
LAFONTAINE

SOFTWARE ENGINEER (C# - C++)

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</> https://laflaurine.github.io/portfolio

⊙ https://github.com/LafLaurine

EDUCATION

IMAC Engineering school + Master's Degree in computer science

ESIPE - Université Gustave Eiffel

2018 - 2021

Education that combines art and science. I followed software and graphics programming courses in C++ as well as mathematics classes.

University Degree in Multimedia

IUT Bobigny + UQAC

2016 - 2018

Polyvalent multimedia education (Java, web programming, graphic and audiovisual design). Third semester spent abroad in Québec.

MY "EXTRAS"

Open 3D Engine

I am contributing in C++ to the open source engine from Amazon, currently on the Lua Editor.

Game Jams

I participate in a 48-hour game creation event with a team of four to five whenever possible.

Graphic Programming

Using OpenGL and C++, I created games as a student. I converted shaders from Unity legacy to high definition at Arcane Technologies.

LANGUAGES

French - Native

English - Full professional proficiency

German - Intermediate

EXPERIENCE

Software Developer /
Groupe SII - Customer KNDS (Paris, France)

September 2024 - Present

I am working for a service company where my mission is to improve a military defense software developed in C# and WPF. I am also improving the radio software that is done in C++.

• Updated different User interfaces to add new features or improve the software
• Added a new alert system to the radio to revamp the communication API
• Unit testing via xUnit.Net

Software Developer /
Arcane Technologies (Québec, Canada)

August 2023 - June 2024

I was using C#, Unity and UWP to maintain an ArchViz application on the VORTEK Spaces team. I was also involved in project management for the UI port of the application.

• Ported the UI from UWP to Unity UI framework, while maintaining the application stability
• Supervised the UI Upgrade Team in collaboration with the project manager: task management, peer review and progress reports
• Created tooltips and UI components following 3D objects without overlapping the UI
• Unit testing via Unity Test Framework

Artificial Intelligence Engineer /
Harfanglab (Paris, France)

November 2021 - April 2023

I was part of the R&D team in charge to develop machine and deep learning models to counter cyberattacks from their software suite.

• Created a model that can detect bruteforce and other intrusion to Active Directory systems
• Automated the model training step on build machines via Kubernetes and Argo
• Wrote several articles to vulgarize the work of the AI team to the public