

MARTIN CHARDENET

COMPUTER SCIENCE MAJOR

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ABOUT ME

Technical Skills webDev, Java, Unix/Linux, Microsoft office, Json, bash,c,javascript,python, html, css, flask
Languages Fluent in French, English and Portuguese. Conversational level in Spanish

EXPERIENCES

Web development

Montreal, QC (2023)

- "In my web development class, I successfully designed and implemented responsive websites using Flask, showcasing my proficiency in both front-end aesthetics and back-end functionality."
- Leveraging Flask, I engineered versatile web solutions, ensuring seamless user experiences across various devices while maintaining robust back-end processes."

Software maintenance

Montreal, QC (2023)

- During my software maintenance course, I deepened my understanding of programming in C and test-driven development, focusing on the principles of efficient and sustainable software evolution.
- I contributed to maintaining a sophisticated simulation program, designed to model the production and transportation of electricity, applying my knowledge of C and test-driven methodologies to ensure reliability and performance.

United Nations Module

Sao paulo Bresil (Apr 2018 - Apr 2018)

- I was able to train my communication and negotiation skills to be able to represent my assigned country
- This module allowed me to understand how to communicate with a large group of people with opposing views

Junior Achievement

Sao paulo Bresil (Feb 2018 - Jun 2018)

- This experience allowed me to understand how a company functions and which responsibilities come with it
- My main function was working as a team to solve problems in a production line

App Inventor for Android

Sao paulo Bresil (Feb 2018 - Jun 2018)

- App inventor for android was my introduction to programing.
- Developing a few games I was able to get a better grasp of wich strategies can be used to solve problems and how to work as a team to be more efficient

PERSONAL PROJECTS

Modeling of a starry sky

(2019)

- In a 3 person group we coded in python a modeling of a the stars in the sky
- this project made me understand more how to work as a group
- It also taught me python basics but also how to build a project as a whole.

Snake game

(2019)

- In a project showcasing my object-oriented programming skills in java, I developed a dynamic Snake game in Java, emphasizing oo programming and api implementation to create a robust application.

EDUCATION

Université du Québec à Montréal

Montral, Qc (2022–Present)

- Bachelor of Computer Science

Lycee pasteur

Sao paulo, Brazil (2012–2019)

- French Baccalaureate, scientific orientation
- Specialization in computer science and digital science