Médéric Bouchard

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EDUCATION

Université de Montréal   Montreal, QC
Bachelor of Science in Computer Science   *Sep. 2020 - Expected Apr. 2024*
- Machine Learning, Quantum Computing, Software Quality and Metrics, Human-Computer Interfaces, Operating Systems

EXPERIENCE

Video Coordinator, Intern   May 2023 – Sep. 2023
Cogeco Connexion   *Montreal, QC*
- Created automations to generate business reports based on existing reports done manually to reduce workload.
- Streamlined and optimised report generation to simplify automation.
- Created custom Google Sheets macros in Apps Script to reduce manual data manipulation.
- Fetched data from internal servers and parsed with Python script to upload to Big Query using the API.
- Containerised the script using Docker to deploy onto internal server.
- Created graphs and tables in Looker Studio based on the data uploaded to Big Query.
- Kept track of projects using Jira.
- Documented processes in Confluence pages.

Full Stack Developer, Intern   May 2022 - Aug. 2022
Cirque du Soleil   *Montreal, QC*
- Developed the web front end of a custom internal application using React and a custom framework.
- Created API for interaction between the front end and back end of application and to fetch requested information.
- Modified C# back end to allow new features such as optimised search functions and fetch new information previously unavailable.
- Collaborated with Business Analyst to design the User Interface of the application in Miro according to requirements and client feedback.
- Used Azure Devops to create new Deployment Environments and setup Pipelines to automate Deployments.
- Used Agile development to plan the project project development through sprints.

PROJECTS

BASH-like Shell | *C, Valgrind*
- Created a shell to execute standard BASH instructions.
- Project to learn Posix instructions and process forking.
- Used Valgrind to learn and better understand memory management.

BinEco | *Java, Visual Paradigm, GitHub*
- Project to learn the process of Software Engineering and development cycles.
- Program to track waste collection, composting and recycling in a city, for both residents and waste management companies.
- Created a command line interface to interact with the application.
- Used Visual Paradigm to create diagrams and plan development.
- Used GitHub for version control, collaborative work and issue tracking.

Grocery Store App Prototype | *Miro, Figma*
- Designed a prototype of a user interface for a grocery store app.
- Used UI and UX conventions to design the prototype
- Conducted user testing to analyse and improve the prototype's usability.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, C#, SQL, JavaScript, HTML/CSS, Julia, Google Apps Script
Developer Tools: Git, GitHub, Docker, Google Cloud Platform, Big Query, Looker Studio, VS Code, Linux, Jira, Confluence, BitBucket, Azure Devops, Markdown, LaTeX