

# Médéric Bouchard

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French/English

## EDUCATION

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### Université de Montréal

*Bachelor of Science in Computer Science*

- Quantum Computing, Infographics, Software Quality and Metrics

Montreal, QC

*Sep. 2020 - Expected Apr. 2024*

## EXPERIENCE

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### Video Coordinator, Intern

May 2023 – Sep. 2023

*Cogeco Connexion*

*Montreal, QC*

- Created automations to generate business reports based on existing manual reports 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 an 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

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### A10tion | *Python*

<https://github.com/MedButch/A10tion>

- A bot to play Dix, a card game played in our student association lounge.
- Project to learn and implement  $\alpha$ - $\beta$  pruning to optimise strategy and gameplay.

### 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.

## TECHNICAL SKILLS

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**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, L<sup>A</sup>T<sub>E</sub>X

**Libraries/Frameworks:** Numpy, Matplotlib, React, Angular