Oscar BRUNELLE

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Ontario, Canada

LANGUAGES

French: native language
English: fluent
Spanish: fluent (reading), intermediate (speaking, writing, comprehension)

INTERESTS

Sport: Basketball player (~10 years)
Travels: Andorra, Belgium, Canada, England, France, Italy, Spain, USA
Other: Program experimental games from scratch

OBJECTIVE

I am a second year student in computer engineering. I am interested in the embedded systems, as well as machine learning. I am looking for a 4 months coop term, from May to August 2019, in either hardware or software development.

EDUCATION

- Bachelor of Computer Engineering (B.A.Sc.) (Coop) | University of Ottawa | April 2022
- High School Diploma in Mathematics and Physics with European Section mention | Lycée Marguerite de Valois, France | June 2017

TECHNICAL SKILLS

- Courses in Go, Java, Prolog and Python.
- Self-learning web languages: HTML5, JS, CSS.
- Started learning C#.
- Application development in Android Studio including a database in SQLite.
- Application testing in Espresso and Circle CI.
- Utilization of GitHub in multiple group projects.

TECHNICAL ACCOMPLISHMENTS

- Development of an Android application.
- Development of a personal website in order to host projects, games and make tests.
- Development of test games in Unity, aside with the use of Blender.
- Arithmetic Logic Unit design using an Altera DE2-115 card.

EXPERIENCE

Administrative Employee | Schneider Electric, Isle d'Espagnac, France | June - July 2018
- Learnt about UL / CSA / IEEE... rules
- Demonstrate teamwork and social skills, by searching technical information to answer client interrogations
- Give presentations to show the progress of my work
- Improve the enterprise efficiency by doing suggestions and creating a Q&As database
- Respect deadlines and requirements