

# Oscar BRUNFLLF

## Web developer

Studied computer engineering, worked as a web developer. Bilingual French - English.

## CONTACT

Phone: +33 749472720 / E-mail: oscar.brunelle@gmail.com

Personnal website : <u>oscarbrunelle.com</u> / Links : **\( \bar{\pi} \) in** 



## SKILLS AND TECHNOLOGIES

#### Web

Front-end: 🗒 🗒 Js Librairies: Siquery, d3.js, Bootstrap,

Back-end: Php .

Database: MysqLite, SQLite,

#### Software

Prog. Languages: 🕹, 😉, =60, 🔘,

Continuous integration: Espresso, CircleCl

Version control: • git

## Hardware

Low-level prog. languages: VHDL / Assembly / C for Altera cards

Arduino: simple usage of Arduino Uno

Other: soldering and 3D printing

## STUDIES

2020: 4th year computer engineering University of Ottawa / Ottawa - Canada

CO-OP program

## 2017: Baccalauréat scientifique

Lycée Marguerite de Valois / Angoulême

European section

#### **Driving license**

#### WORK EXPERIENCES

2020/09 - 2020/12: Software engineer Schneider Electric / Angoulême - France

Used Node-RED (Node.js library) to extract sensors' values.

Display data in augmented reality (Augmented Operator Advisor).

Display data in charts on the web (Aveva Insight).

2020/01 - 2020/04: Web dev. (front-end)

National Research Council Canada (NRCC)

Ottawa - Canada

Created charts using the d3.js library.

Created new end-points using Java.

Worked in a bilingual team on climatechange related topics.

2019/05 - 2019/08: Web dev (fullstack)

Datacloud Networks / Hearst - Canada

Worked on a website for a university.

IPTV: installed seeked partners, antennas, wrote reports.

Developped an Android app. to obtain GPS-related data

## PROJECTS

#### Web

Personnal website - oscarbrunelle.com Created tools for my classes and repetitive tasks.

#### Game development

Experimental projects in Unity with Blender.

Simple web-based games.

## OUTSIDE INTERESTS

#### Basketball

Positions 1 / 4 (+10 ans) Involved in club events and life

## Guitar

Basics, solfège

#### Languages

Spanish: School level Russian: Basics