Pierre Masselot

Computer Engineering Student

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Education

Mcgill University

Montreal, QC, Canada

Bachelor of Computer Engineering, **GPA: 3.87/4.0** *September 2020 - PRESENT*

- Participated in the ELINE student speaker series regarding my projects(MSU). Participating in the Mcgill cycling and Mcgill running club.

Projects

Material Switching Unit (MSU)

https://github.com/PierreMasselot1/Material-Switching-Unit *Mars 2020 - PRESENT*

- OpenSource multi-material and color upgrade for FDM 3D printers.
- **Awards:**
  - Creality Modification Masters Contest 2021: **Creative Talent of the Year Award**.
  - **3D Pioneers Challenge 2021 Finalist** 3dpc.io
- Working directly with 20 people for them to implement the build and preparing a release for a broader audience (about 400 people).
- This project includes the design, prototyping, and testing of a physical device as well as the development of new software, and firmware to control the said device. This project is based on other open-source projects including SuperSlicer, PrusaSlicer, and Marlin: the 3D printer's firmware and core element of this project

3D Screen

https://github.com/PierreMasselot1/3dScreen *September 2018 - March 2019*

- Screen placed on a rotating platform combined with face tracking to enable free movement around a 3D object without the need for VR glasses.
- Made use of the OpenCV library to perform the face detection, that data was being relayed to both a 3D Engine and an Arduino to handle respectively the 3D model's orbit and the physical movements of the screen. All the different parts are tied together with a DLL

Other projects Hand tracking lighting system (included hand model training), Lane and traffic detection using OpenCV

Experience

Paradigm

Montreal, QC, Canada

Software Developer Intern *May 2021 - August 2021*

- Worked on the Paradigm Estimate product, on the backend azure functions in C# regarding the material calculation aspect of the product
- Part of an agile team working on a biweekly release schedule, I was involved in the entire DevOps process including QA, monitoring and planning
- Helped fix multiple bugs in both production and development
- Implemented both clients and internally requested features and changes
- Improved and optimized the SKU mapping process: optimization (three times faster than the original solution), allowed for approximate mappings to avoid typo related issues and implemented mapping patterns in order to reduce the SKU mapping file size

Leveraged knowledge of C#, Git, JSON, CSV, Regular Expressions, Visual-Studio 2019/VS-Code and related debugging tools

Skills

Languages (Programming)	Java, C#, C++
Web development	HTML, CSS, Javascrip/Typescript, React
Languages (Spoken and Written)	English (Bilingual), French (native), German (B1)
Version-control	Git, GitHub, BitBucket
OS	Windows, Linux
CAD	OpenSCAD, Fusion360
Other	Prototyping, 3D printing, SMD soldering, Robotics