REMI GODIN
Software Engineering Student

1(951)412-7722 | regodin@proton.me | github.com/Remi-Godin | linkedin.com/Remi-Godin

SUMMARY

Hihgly motivated software engineering students with a passion for tackling tough challenges. With 10 years of experience in the industrial automation field, I bring with me a strong focus on safety and robustness, complemented by proven project management and leadership skills.

EDUCATION

Software Engineering (BS) Arizona State University [2022 - Present]
- 4.0 GPA
- Vice-President of CodeDevils, a software engineering student organization.

Instrumentation and Automation Technologies New Brunswick Community College [2011 - 2013]
- Learned about industrial controls and process automation.

WORK EXPERIENCE

PLC Programmer McCain Foods Canada [2017 - 2022]
- Updated PLC programs to match ever-evolving requirements and upgrades in our process lines.
- Programmed and integrated new clean-in-place (CIP) systems and equipment.
- Managed and worked on multiple equipment upgrades and installation projects.
- Worked on many distributed PLC control systems, setting up data transfer and communication paths.
- Calibrated, tested, and commissioned analytical instruments and process control equipment.
- Commissioned, tested, and did integration for multiple large-scale projects.
- Trained new hires in troubleshooting, PLC Programming, and SCADA Programming.

*Other work experience available upon request.

PROJECTS

bevy (Github)
An entity-component-system game engine built in Rust.
- Contributed to engine development by adding new functionality to core rendering library.
- Created official examples to showcase use of different systems of the engine.
- Updated out-of-date documentation.

pixel-weaver (Github)
A pixel-by-pixel, multi-threaded, CPU image rendering library.
- Programmed in Rust as part of 3 crates I published for this project.
- Multithreaded for maximum performance.
- Allows users to create complex images by running the same function on each pixel.

rusty-ppm (Github)
A fast and efficient Rust crate to allow encoding and decoding of `.ppm` format images.
- Allows reading and writing of both plain text and binary `.ppm` images.
- Decoding speed for 4K images as fast as 35ms on mid-range hardware, 570ms for 100MP images.
- Encoding speed for 4k images as fast as 48ms on mid-range hardware, 655ms for 100MP images.

boids (Github)
A naive boids implementation and visualization in Rust.
- Used nannou crate for boids visualization.
- As a challenge, implemented from scratch with no reference as to the actual implementation of boids.
- Second project programmed in Rust.

SKILLS

Skills: Rust, Java, Python, Go, C/C++, SQL, MySQL, Postgres, MongoDB, git, Docker, Linux, Data Structures, Algorithms, Neovim, Windows, TCP, UDP, HTTP, OOP, PLC, SCADA
Other Skills: Electrical Troubleshooting, Control Systems, 3D Modelling, CAD, Technical Writing
Spoken/Written Languages: English, French