

# Rose Dufresne

Looking for winter internship

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## Education

**Concordia University, Montreal, QC**  
**Majoring in Computer Science, BCompS**

(2016 – present)  
Graduating December 2020

Relevant courses :

- Object oriented programming I, II (with Java)
- Data structures and algorithms
- Web Programming
- Computer Graphics
- Databases
- Advanced program design with C++

**Minor in Game Design**

Relevant courses :

- 3D digital production
- Computation Arts I

**Champlain College, Saint-Lambert, QC**  
DEC Pure and Applied Science

(2014 – 2016)

## Skills

- **Programming languages:**  
C++, C, Java, JavaScript and SQL for databases
- **Game Design**  
C++, OpenGL, Processing, Blender
- **Web Development**  
HTML, CSS, Vue.js, PHP, JavaScript
- **Tools**  
Git, Bash
- **Languages**  
English, French

## Projects

**ConUHacks IV, Concordia University Hackathon**  
**Won the TouchTunes API Challenge**

(January 2019)

<https://github.com/RoseDuf/thebetersong.tech>

- Created a website to analyse different trends of music choices from TouchTunes jukeboxes across the country. Focused on movie releases, deaths and anniversaries of singers and bands.
- Used Python to extract provided data from the company to convert into json for analysis.

**PowerGrid Board Game**

(Spring 2019)

<https://github.com/RoseDuf/PowerGrid>

- C++ project that authentically recreates the game PowerGrid from scratch.
- Model View Control Architecture is used to encourage low coupling and high cohesion.

**Ray-Tracing Project**

(Spring 2019)

<https://github.com/RoseDuf/Ray-Tracing>

- Computer Graphics project that applies realistic light and shadow physics onto objects using a technique called Ray-Tracing.
- Made using C++, glm library, and Cimg to render images.

**Chicken Rush**

(Spring 2017)

<https://github.com/RoseDuf/cart253>

- Two player game where two chickens compete to eat the most seeds.
- Implemented using Processing.

## Interests

video games, visual art (3D and 2D), mathematics, watching movies, travelling