Rose Dufresne

Looking for summer internship

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Education

Concordia University, Montreal, QC *(2016 – present)*
Majoring in Computer Science, BCompS
Relevant courses :

- *Object oriented programming I, II (with Java)*
- *Data structures and algorithms*
- *Web Programming*
- *Introduction to Software Engineering*
- *Introduction to Theoretical Computer Science*
- *Computer Graphics (currently taking)*
- *Databases (currently taking)*
- *Advanced program design with C++ (currently taking)*

Minor in Game Design
Relevant courses :

- *3D digital production*
- *Computation Arts I*

Champlain College, Saint-Lambert, QC *(2014 – 2016)*
DEC Pure and Applied Science

Skills

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

Projects

ConUHacks IV, Concordia University Hackothon *(January 2019)*
Won the TouchTunes API Challenge
https://github.com/RoseDuf/thebettersong.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.*
- *Used Node.js and Javascript to display data for analysis on our website http://thebettersong.tech.*

Chicken Rush
https://github.com/RoseDuf/cart253

- *Two player game where two chickens compete to eat the most seeds. The chickens move constantly in a circular fashion until either player presses a button to make their chicken move in a uniform direction to try to catch spawning seeds.*
- *Implemented using Processing.*

Interests

Indie game programming, video games, visual art (3D and 2D), mathematics, travelling