

Louis Mollick

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Overview

Third year undergraduate searching for remote internships in order to develop work experience in software development.

Education

Bachelor of Software Engineering, Engineering Internship Program

McGill University, Montreal, QC

September 2018 – 2023 (expected)

Languages

English (native), French (native)

Technical Skills

Programming Languages: Typescript, OCaml, HTML, CSS, Java, C, Umple, SQL, Python

Frameworks: React.js, Angular JS, Node.js, Socket.io, Bootstrap, Java Servlets, Robot Framework

Tools : Jira, Docker, Jenkins, Arduino

Editors: VSCode, Postman, Eclipse, MIT App Inventor 2

Publishing Software : Microsoft Office, iMovie, Adobe Photoshop, Wordpress

Work Experience

Web Development Software Intern at Barco in Montreal, QC

Summer 2020

- Designed the QR Code login feature for the Barco "Overture" A/V monitoring and control software application
- Developed using Full-Stack technologies and tools such as AngularJS, React, Typescript, Node.js, MongoDB, Docker and Jenkins
- Wrote and performed End-to-end automation tests scripts using Robot Framework and the Postman API/Newman
- Worked in an Agile team, participating in Scrum meetings and creating and managing Jira tickets

Freelance Wordpress Website Deployment for Businesses (DigitalAlpinist.com, Agrico.it, Wondare-Conception.com)

Winter 2019

- Designed multiple Wordpress websites using premium themes, according to client's vision
- Managed deployment on hosting services such as BlueHost, completed domain name and hosting transfers

Engineering Projects

You're Not Emp-Tea: Online Puzzle game (JavaScript, Socket.io, Phaser.io, Node.js, React.js, MongoDB)

January 2020

- Designed a multiplayer social puzzle game, allowing people to create new online friendships through gameplay
- Implemented a secure OAuth flow, allowing login through Discord
- Coded a Full-Stack web application using modern technologies
- Deployed server to Heroku and the database to MongoDB Atlas, visit at : notemptea.herokuapp.com

Quoridor Java Project (Umple, Cucumber, Java) - ECSE223

Winter 2019

- Modeled the domain model and state machine for the board game "Quoridor" in Umple using UML best practices
- Designed and executed unit tests for game features using Cucumber (Gherkin)
- Wrote performant Java code using the MVC (Model-View-Controller) architecture

MuhSeats (Javascript, Bootstrap, HTML5)

January 2019

- Made a static web application allowing McGill students to be notified when a seat is available for a desired course
- Used web-scraping to obtain the number of remaining seats from McGill's schedule builder application (VSB)
- Designed a pleasant user experience using Bootstrap and localStorage. Visit at ruiisuuu.github.io/MuhSeats