

Louis Mollick

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Overview

Third year undergraduate searching for a summer internship 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