Louis Mollick

+1 514-804-6887| louis.mollick@mail.mcgill.ca | github.com/louismollick | louismollick.github.io

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   **September 2018 – 2023 (expected)**
McGill University, Montreal, QC

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 (4 months)   **Summer 2020**
- Designed & implemented 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

MSACwatchschedule (React.js, AWS Lambda, Node.js, Pastebin & Github API)   **December 2020**
- Created a tool allowing club members to schedule online meetings and update a common schedule on our Discord Server
- Designed an intuitive user interface using React.js and Bootstrap components, allowing users to visualize CRUD operations
- Coded and deployed AWS Serverless functions completing CRUD operations by interacting with multiple APIs

You're Not Emp-Tea: Online Puzzle game (React.js, Socket.io, Phaser.io, Node.js, MongoDB)   **January 2020**
- Designed and deployed a Full-Stack multiplayer web game, connecting multiple clients with Socket.io
- Implemented a secure OAuth flow, allowing login through Discord
- 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 louismollick.github.io/MuhSeats