

Émilie Parent

Young and always up for a challenge. Hardworking and a fast learner with experience in many various fields. Currently working at Generix Group and about to start earning a bachelor's in software engineering.

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📍 Brossard, Canada

🌐 github.com/Sprytte

EDUCATION

DEC (3-Year Program)

Champlain College 08/2021 - 05/2024

Third-year in Computer Sciences

DES

École Saint-Edmond 08/2016 - 06/2021

Music program, advanced math, chemistry, and physics

WORK EXPERIENCE

Java Developer

Generix Group 03/2024 - 08/2024

- Participating in the investigation and resolution of bugs
- Implementation and analyzation of new features for Solochain
- Defining and automating positive and negative tests with the QA team

Tutor

Tutorax 05/2023 - Present

- In charge of seeking contracts and contacting clients
- Creating lessons for students from primary to high school in subjects such as English, French, and Mathematics

COURSES

Web Services and Distributed Computing

Learning the basics of web services, REST APIs, Domain-Driven-Design approach, implementing micro-service

Systems Analysis and Design

Understanding systems development methodologies, modeling techniques, defining system requirements, using software to manage system development

LANGUES

French
Spoken and written

English
Spoken and written

TECHNICAL SKILLS

Coding (Familiar):	PHP, Python, Kotlin, Swift, C++, Linux
Coding (Advanced):	HTML/CSS, Java, Javascript, ReactJS, C#, SQL
Software:	IntelliJ, Visual Studio (Code), PyCharm, Docker, Github, Gitbash, Unity, Postman, Figma, Eclipse, Android Studios, XCode, WireShark

PROJECTS

Car Parts (09/2023 - 02/2024)

- Creating a web application using a monolithic service for external client, allowing users to purchase parts and the admin to view and manage his inventory
- Analyzing the requirements, designing the application, managing the project, implementing the features, deploying the application
- Use of Springboot, Jira, IntelliJ, Docker, MongoDB, Agile development, and SCRUM values

PetClinic (09/2023 - 10/2023)

- Implemented various features and fixed bugs on ongoing micro-services project. Project involved 6 teams of 6
- Use of Sprintboot, Jira, IntelliJ, Docker, MongoDB, Postgresql, agile development, and SCRUM values

BerryHunter (04/2023 - 05/2023)

- Designed and implemented platformer game with teammate using Unity and C#

CERTIFICATES

R&D Programs "AI" (09/2023 - 11/2023)

- Learning about the technical and social aspects of AI
- Implementing an AI in the field of education with 4 teammates

Destination AI: Introduction to Artificial Intelligence (09/2023 - 09/2023)

- Introduction to the inner workings of AI

Immersion Project "Soudage-Montage" (04/2019 - 05/2019)

- 3-day immersion at Centre de formation professionnelle Pierre-Dupuy