

# Thomas Mousseau

21 rue de Franchimont, J7B 1W4

[linkedin.com/in/thomas-mousseau](https://www.linkedin.com/in/thomas-mousseau)

SOFTWAREENGINEERING

(514)-601-6377

[thom.mousseau@gmail.com](mailto:thom.mousseau@gmail.com)

[github.com/ThomasMousseau](https://github.com/ThomasMousseau)

## EDUCATION

---

### ECOLE POLYTECHNIQUE DE MONTRÉAL

*Bachelor's in Software Engineering (B. Eng.)*

September 2021 – To This Day

(Montreal, Canada)

### CEGEP LIONEL-GROULX

*Diplômes D'études Collégiales in Computer Science and Mathematics*

September 2019 – May 2021

(Montreal, Canada)

## WORK EXPERIENCE

---

### GROUP TMX, *DevOps Software Engineering Intern, DevOps Tools*

May 2022 - August 2022

- Built an Atlassian macro in Java to generate a .PDF file for stakeholders to explain and simplify data and progress.
- Built and supported Linux servers and workstations using RedHat satellite.
- Deployed, improved and maintained Kubernetes clusters using Docker, Podman and Rancher.

## PROJECTS / ACTIVITIES

---

### HACKATHONS OF POLYTECHNIQUE, *React as front-end & .NET CORE C# as backend*

January 2020 and 2022

- Created web applications to automate the city of Montréal.
- Implemented our version of Google Maps using Google's API and quantifiable data of the most polluted areas of Montréal to optimize the shortest route while avoiding regions with poor air quality.

### DISCORD BOT, *Python & Javascript*

January 2022 - To This Day

- Fetched data from a real-time video game with Riot Games' API using a Python script.
- Automatically displays the data via a Discord Bot through a Discord server with a Javascript wrapper of Discord's API.
- Hosted on my home-built server, it now keeps track of potential rug pulls in the cryptocurrency world.

### GO REST API, *Golang*

September 2022

- Created my own API using Gin as an HTTP web framework.
- Implemented the four basic HTTP client requests GET, POST, PUT and DELETE.
- Managed and updated the database using MySQL.

### CAPTURE THE FLAG, *C# & Unity*

January 2021 - May 2021

- Developed a video Game using Unity
- Created a versatile AI that adapts a unique strategy for every situation.
- Implemented pathfinding algorithms such as Breadth-First Search, A\* and Dijkstra.

### ADVENT OF CODE, *Python*

December 2021

- Solved programming puzzles and challenges using Python script.
- Learned Vim and automated my workflow to reduce the off coding part since time was a performance metric.

## SKILLS

---

- **Programming languages:** Python, Java, C#, C++, React, HTML/CSS, Javascript, Solidity, Golang, Rust.
- **Hard skills:** Linux, Docker, Kubernetes, Rancher, Atlassian suite Git, GitHub, Agile Methodologies, Blockchain.
- **Soft skills:** Collaboration, Resourcefulness, Structure, Detail-Oriented.
- **Certifications:** Certification C-2 EF Learning Center Boston.
- **Languages:** French (native), English (fluent).