Adrien Tremblay

Software Engineering / Development

adrientremblay.com
github.com/adrientremblay
linkedin.com/in/adrientremblay
adrien@adrientremblay.com
514-709-1678

Experience

Space Concordia Robotics Software Team
Concordia University, Montreal QC Canada (2019-2020)
- Work on ROS software for competition rover
- Contribution to Flask base-station user interface
- Participation in weekly standup meetings
- GitHub: github.com/space-concordia-robotics

Junior Web-Development Intern
42Labs, San Po Kong Hong Kong China (2014)
- Produced a website for a client company
- Implemented using Ruby On Rails
- Designed front end using HTML, CSS, and Bootstrap
- Company Website: 42la.bs

Projects

Rusty-Chip (WIP)
- A chip-8 emulator
- Simulated the operation of a virtual computer system
- Application of Test Driven Development (TDD)
- GitHub: github.com/MartensCedric/rusty-chip

Personal Website
- My personal portfolio website and blog
- Implemented using the MERN stack
- Hosted on the Heroku cloud platform
- GitHub: github.com/adrientremblay/React-Site

CRC Robotics Competition Simulation
- A 3D simulation for the 2020 CRC 'Flip!' Game
- Implemented using Java JMonkey3 Game Engine
- Modeled environment using Blender
- Simulated physics using JBullet physics engine
- Created XML GUI using NiftyGUI
- GitHub: github.com/adrientremblay/CRC-Robotics-Simulation

StudySpotter
- Completed for McGill CodeJam Hackathon (2019)
- Winner in the AI subcategory
- REST API to transfer data between site and hardware
- Designed frontend using Plot.ly Dash web framework
- GitHub: github.com/samuellando/StudySpotter

Education

Concordia University COOP
Montréal, QC Canada
BEng, Software Engineering
2018-present

Marianopolis College
Westmount, QC Canada
DEC, Pure and Applied Science
2016-2018

Languages

Python
Java
C
Rust
Javascript
PHP
Lisp
Bash

Frameworks

Django
Flask
React
Node
JUnit
ROS
Phaser3
JMonkey3
Plot.ly Dash

Technologies

Git
Vim
Blender
Linux

Skills

English (native)
French (functional)