



Alexandre Lavoie
Montreal, QC

Contact Information



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Technical Summary



Artificial Intelligence
Keras, TensorFlow



Cybersecurity
OWASP, Kali Linux



Design
Figma, HitFilm, Blender, OBS



DevOps
Git, Docker, Kubernetes, npm



Game Development
Unity, Phaser 3, socket.io



Modern Web
React, GraphQL, MongoDB, CSS3



Programming
Python 3, TypeScript, Java, C++

Work Experience



Full Stack Developer

Jun 2019 - May 2020

CoachingOurselves International Inc., Montreal, QC

Developed a frontend and backend using React, NodeJS, GraphQL, and MongoDB.
Managed workflow with Agile, CI/CD, and Scrum.
Deployed using DevOps (Git, Docker, and Kubernetes).
Analyzed product sales for machine learning model using Keras and Tensorflow.
Optimized Wordpress environment using PHP, HTML 5, CSS 3, and MySQL.



Founder and CEO

Apr 2020 - Jul 2020

Hack MTL, Montreal, QC

Designed the initial marketing material (logo, website, and slides).
Grew an audience of 250 people on social medias.
Developed CTF style questions using Docker, ReactJS, Python, and PHP.
Wrote cybersecurity material and streamed through YouTube Live.
Enrolled in the Centech Acceleration Program and participated in the entrepreneurial community.

Projects



Deep-Physics: Intuitive Physics

Trained an AI using machine learning to simulate basic Newtonian kinematics.
Compared the effectiveness of DNNs, GANs, and RNNs in various environments.
Presented research at the Physics and AI Workshop.



Go Go Dungeon

Programmed a web-based video game using Phaser 3.
Designed a rogue-like dungeon generation system.
Published on itch.io for the Concordia Makes Game Game Jam.



Kiwi

Developed a Windows game using Unity and Blender.
Modelled and created assets from scratch.
Published on itch.io and marketed on social medias.



exploit.me

Developed a web-platform using ReactJS and GraphQL for applied cybersecurity training.
Curated and wrote content for important OWASP issues.
Presented during the ConUHacks V hackathon.



MCGE

Developed a web-based card game using React and socket.io.
Created an expandable system to make development easier.
Tested and played with 10 people simultaneously.

Education



Bachelor of Computer Science

2019 - 2022

Concordia University, Montreal, QC

Robert Walsh Entrance Scholarship - Awarded full-tuition scholarship for high academic standing.



DEC in Honors Science

2019

Vanier College, Montreal, QC

Honor Roll Student (2018, 2019)