

Vincent Fournier

New graduate in software engineering from l'École de technologie supérieure.
Available for full-time employment in **May 2017**.

github.com/ntfournier
vince@ntfournier.com
tel: 514-949-8462

Formation

École de technologie supérieure (ÉTS), Montreal 2013-2017
Bachelor in Software Engineering

Cegep of Saint-Jean-sur-Richelieu, Saint-Jean-sur-Richelieu 2010-2013
Technique en informatique de gestion

Professional experiences

Ericsson, Montréal¹ May to September 2016
Java developer (Third University Internship)

- Implementation of a new endpoint for REST API of an IPTV solution;
- Creation and improvement of tests utilities (**Bash**, **JavaScript** and **Python**);
- Development of a Role-based access control application (RBAC) in **Python**;
- Implementation of Import/Export functionalities from an LDAP server to a list of Linux servers.

Savoir-faire Linux, Montreal May to September 2015
Software developer (Second University Internship)

- Development of a solution of "Monitoring as a Service" for Openstack in **Python**.
- Maintaining and development of an AngularJs application with configurable views.
- Creation of RPM packets for installation of the solution on the Linux RedHat OS.
- Active participation in an agile process.

Jabez Technologies, Montreal¹ January to April 2014
Fullstack developer (First University Internship)

- Rewrite of a PHP website in a single page application in AngularJs and NodeJs.
- Creation of user and role base system from scratch in NodeJs.
- Agile management of the project.

Catholic University of Lyon, Lyon, France April to May 2013
Software developer (Collegial Internship)

- Use of an ETL (Talend Open Studio) to extract data from a database to another.
- Replacement of old software for a scalable application.

¹ Bilingual work environment

Software expertise

Programming languages

- **Java, Python, JavaScript** (NodeJs, AngularJs), **Bash**.

Softwares

- GNU/Linux, IntelliJ Idea (WebStorm, PyCharm), Vim, Git, Gerrit, Github, Eclipse.

Personal interests

- Free software and open source.
- Linux Kernel development and Debian project.
- Algorithms and artificial intelligence.
- Computer science news and advances.
- Game design and gamification.

Scholar involvement and accomplishments

SORT: Sustainability through Object Recognition and Training (end of study project)

- Creation of an application that help students on sorting waste items.
- Deployment of an multi-container architecture with **Docker** and **Docker-compose**.
- Look for object recognition software and modification of Yolo (You Only Look Once).

Member of Formule ÉTS (racing car club) (Student club)

- Creation of a vision and software requirements documents for an application of real time telemetry.
- Prototyping of the application in **JavaScript**.

Member of Conjure (video game creation club) (Student club)

- Creation of a game in C# with Unity.
- Project management.

Creation of multimedia content (Personal projects)

- Game development of multiples Android game in **Java**.
- Creation of a Geometry Wars clone in C# with XNA framework.
- Release of a Windows Phone application in C#.

Other experiences

Team leader, restauration sector May to August 2011, 2012 and 2013
Amusement park, La Ronde

- Management and formation of 8 to 11 employees.
- Inventory, command and sales management of four points of sale.
- Responsible of part of the communication between supervisors and employees.