

# Vincent Fournier

Software engineering graduate from l'École de technologie supérieure.  
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## Formation

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

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

## Professional experiences

Nuance Communications, Montréal<sup>1</sup> June 2017 to present  
*Java/Python developer*

- Implementation of new endpoints for REST API for a speech assistant creator (Java, Python).
- Design a solution and protocol to give user a way to call external scripts (Swagger, Azure Functions).
- Creation a website to showcase created speech domains (Flask, HTML5, WebSocket, GitLab CI).
- Provided support for deployed features (Kubernetes, GitLab CI, Bamboo, Bash).
- Development of features following best practices (Code Review, Unit Tests, E2E Tests).

Ericsson, Montréal<sup>2</sup> May to September 2016  
*Java developer* (Third University Internship)

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

Savoir-faire Linux, Montréal 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 (JavaScript).
- Creation of RPM packets for the installation of the solution on the Linux RedHat OS.
- Active participation in an agile process.

Jabez Technologies, Montreal<sup>2</sup> January to April 2014  
*Fullstack developer* (First University Internship)

- Rewrite of a PHP website in a single page application in AngularJs and NodeJs (JavaScript).
- Creation of users and role system from scratch in NodeJs (JavaScript).
- Agile management of the project.

## Software expertise

Programming languages

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

Software

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

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<sup>2</sup>Bilingual work environment

## Personal interests

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

## Scholar involvement and accomplishments

**SORT: Sustainability through Object Recognition and Training**  
*Technical leader*

January to April 2017  
(End of university project)

- Creation of an application that help students on sorting waste items.
- Search for object recognition software and techniques (OpenCV, Yolo).
- Deployment of a multi-container architecture with Docker and Docker-compose.
- Management of an open-source project on GitHub.

**Member of Formule ÉTS (racing car club)**  
*developer*

(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)**  
*developer*

(Student club)

- Creation of a game in C# with Unity.
- Game development of multiple Android game in Java.
- Creation of a Geometry Wars clone in C# with XNA framework.
- Release of a Windows Phone application in C#.
- Project management.

**Résidences du Carrefour, Saint-Jean-sur-Richelieu**  
*Team leader*

September to March 2013  
(End of Cegep project)

- Meeting with clients, elicitation of software requirements.
- Validation of the final offer and handle change requests.
- Creation of a servlet application for the client (Java, JSP).

## Other experiences

**Team leader, catering industry**  
**Amusement park, La Ronde**

May to August 2011, 2012 and 2013

- Management and formation of 8 to 12 employees.
- Inventory, command and sales management of four points of sale.
- Responsible for part of the communication between supervisors and employees.