

# Vincent Fournier

Software engineering student at l'École de technologie supérieure.  
Available for third university internship in **May 2016** for a length 4 or 8 months.

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## Formation

École de technologie supérieure (ÉTS), Montreal  
*Bachelor in Software Engineering*

Since September 2013

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

2010-2013

## Professional experiences

Savoir-faire Linux, Montreal  
*Software developer*

May to September 2015  
(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, Montreal  
*Fullstack developer*

January to April 2014  
(First University Internship)

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

Catholic University of Lyon, Lyon, France  
*Software developer*

April to May 2013  
(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.

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

September to March 2013  
(End of formation project)

- Meeting with client, elicitation of software requirements.
- Validation of the final offer and handle change requests.
- Creation of a Java Servlet application for the client.

## Software expertise

Programming languages

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

Softwares

- GNU/Linux, IntelliJ Idea (WebStorm, PyCharm), Vim.

## Personal interests

- Linux Kernel development.
- Free software and open source.
- Computer science news and advances.
- Game design and gamification.

## Scholar involvement and accomplishment

*Member of Formule ÉTS (racing car club)*

(Student club)

- Creation of a vision document and a software requirements document for an application with reel-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.

*Cegep involvement*

(Cegep)

- Interview with regional newspaper for the promotion of my course of study.
- Presentation of the projects I have done in school to promote my program of study during the college open day.

*Creation of multimedia content*

(Personal projects)

- Game development of an 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*  
Amusement park, La Ronde

May to August 2011, 2012 and 2013

- 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.

*Cook, restauration sector*  
Amusement park, La Ronde

May to August 2010

- Management of the rush hours and of my work space.