Vincent Fournier

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

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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

Ericsson, Montréal[1]   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** and **Python**);
- Development of a Role-based access control application (RBAC) in **Python**;
- Implementation of Import/Export fonctionnalities 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[1]   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.

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.

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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[1]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   January to April 2017
Technical leader   (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   September to March 2013
Team leader   (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   May to August 2011, 2012 and 2013
Amusement park, La Ronde

- 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.