# David Audet

802 - 288 West 1st Avenue Vancouver, B.C. Canada V5Y 0E9 604-364-7181 david.michael.audet@gmail.com http://ca.linkedin.com/in/audetdm/

# Objective

Working and learning in an inspiring environment where software development and problem solving skills are applied.

#### Education

#### University of Victoria

BSc Computer Science with Distinction

Victoria, BC

Sep. 2006 - Apr. 2011

# Work Experience

Ericsson

Burnaby, BC

Feature Developer

April 2013 - February 2014

### Responsibilities:

- Designed, implemented and tested software (Java) for Ericsson's IP Transport Network Management System (IPT NMS) in accordance with feature requirements as part of an Agile development team
- Limited exposure to HTML 5, CSS3 and Javascript while working on Ericsson's Next-Generation Network Management System (<1 month)

# Accomplishments:

- Consistently delivered features on time with quality
- Contributing member of the Quality Kanban group; focused on improving the development process and overall development environment

Ericsson

Burnaby, BC

Integration & Verification Professional

July 2011 - April 2013

#### Responsibilities:

• Performed test activities for Ericsson's Network Management software (IPT NMS)

#### Accomplishments:

- Automated feature tests using an in-house developed test framework using Ruby and Watir WebDriver
- Developed PERL/Shell scripts to manipulate the application's database and simulate network elements for performance and scalability testing

### University of Victoria, Department of Computer Science

Victoria, BC

Research Assistant

Oct. 2010 - April 2011

# Responsibilities:

- Development of a sensor testbed using the Arduino embedded hardware platform
- ullet Performed simulation of algorithms in Matlab for presentation in submitted workshop paper Accomplishments:
  - Submitted workshop research paper that was accepted for IEEE INFOCOM's Green Communications and Networking (GCN) 2011 Conference in Shanghai, China

#### Alcatel-Lucent

Software Developer

Kanata, ON May 2010 - Aug. 2010

#### Responsibilities:

• Designed and implemented a Dynamically-Linked Library (DLL) in C which was used to pull data from a problem tracking system into an Excel spreadsheet

#### Accomplishments:

- Learned how to create add-ins for use with Excel
- Became more familiar with Visual Basic for Applications (VBA) and the Windows environment
- Gained valuable experience with project management and planning

### Enquisite Software Inc.

Victoria, BC

Programmer

Jan. 2009 - May 2009

# Responsibilities:

• Helped to develop/test Search Engine Optimization (SEO) tools

### Accomplishments:

- Learned and utilized PERL to aid in the discovery of new Search Engines
- Built a small desktop widget in an Adobe Flex environment

# Skills

# **Programming**

- Proficient in C, Java, Ruby, PERL and Python programming languages
- Experience with Relational Database Management Systems such as MySQL and PostgreSQL
- Experience with HTML, CSS and Javascript
- Experience with multiple software version control systems: Git, ClearCase, SVN
- Experience using C to solve various systems tasks such as I/O, networking, scheduling and synchronization
- Experience with developing in a Windows environment; i.e. creating DLLs

#### Agile Software Development

• Experience with Agile/Scrum software development principles and practices

#### **Problem Solving**

• Strong mathematical and programming abilities

# Testing

• Comfortable in a production test environment

### Teamwork and Leadership

• Strong communication and leadership skills

# Communication

• Effective communicator in both written and oral English and French

# Awards and Accomplishments

Jamie Cassels Undergraduate Research Award	2010
Woods Trust Scholarship	2010
President's Scholarship	2010

# Implementation of a reliable data transfer over UDP for CSc 361

- Implemented a Stop-and-Wait data transfer Protocol in C with the reliability of TCP over a connectionless UDP protocol
- Second fastest implemented protocol in the class

# Designed and Constructed a Hovercraft for SEng 466

- Using Arduino hardware to create a hovercraft that can be controlled remotely by a gamepad and can autonomously navigate a given course
- Balance of embedded programming and use of hardware to accomplish a problem statement

#### References

#### Jonathan Hills

Hardware Engineer Alcatel-Lucent 600 March Road Ottawa, ON Canada, K2K 2T6

Email: jonathan.hills@alcatel-lucent.com

**Phone:** 613-784-3524

# **Greg Caws**

President and CEO at British Columbia Innovation Council (Former Vice President of Technology Operations at Enquisite Software Inc.)

**Email:** gcaws@bcic.ca **Phone:** 778-350-5483