

# David Audet

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## 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**  
*Feature Developer*

Burnaby, BC  
*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**  
*Integration & Verification Professional*

Burnaby, BC  
*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**  
*Research Assistant*

Victoria, BC  
*Oct. 2010 - April 2011*

### *Responsibilities:*

- Development of a sensor testbed using the Arduino embedded hardware platform
- 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.**

*Programmer*

Victoria, BC  
*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

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### **Greg Caws**

President and CEO at British Columbia Innovation Council

(Former Vice President of Technology Operations at Enquisite Software Inc.)

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