



Dimitri Buhon

Senior software engineer, Unity Technologies
Montreal, Québec

Contact me

Montreal, Québec
dimitri.buhon@gmail.com
website
linkedin.com/in/dbuhon
github.com/dbuhon

About me

My goal when writing code is to find simple and elegant solutions and to avoid unnecessary complexity and abstractions until we need them. I like to think of software systems in the simplest of terms and to use easy to grasp concepts to create robust solutions.

Languages

French
Native language

English
Bilingual

Skills

Web

React	● ● ● ● ●
JavaScript / TypeScript	● ● ● ● ●
HTML5 & CSS3 (SASS)	● ● ● ● ●
Testing (Jest, RTL, Cypress)	● ● ● ● ●

Mobile

Java Android (4/5/6/7)	● ● ● ● ○
Xamarin (Natif iOS)	● ● ● ● ○

Version control systems

Git	● ● ● ● ●
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Others

C# (.NET Framework, Mono)	● ● ● ● ○
Java (JavaFx, Swing, Maven)	● ● ● ● ○
Unity (Hololens)	● ● ● ● ○

Career



Unity Technologies (Senior software engineer)

2020 - Today

Leading the architecture rewrite of the ads sdk webview facing millions of users daily.

Heavily contributing to Unity dashboard.

Helping maintain our frontend library of components.



LVL Studio (Senior software engineer)

2018 - 2020

Creation of a Storefront Manager in **React** with **Typescript**. The tool allows operators to configure the visual treatment and content of audio and video applications.

Build of a web framework with **Typescript**.

Development of audio/video On Demand applications.



VINCI Construction France (Neos-SDI) (Senior software engineer)

2017 - 2018

Research and development on mixed reality glasses, **Microsoft Hololens**. Development of a mixed-reality application using **Unity** and **C#** that helps renovate construction site elements by virtually highlighting areas.

Build of an **Angular** and **Electron** application displayed on two giant touch screens. The application serves as a showcase for the various projects carried out by Vinci Construction and is presented at events and exhibitions.

Development and maintenance of web and mobile applications (**Angular**, **Xamarin iOS**, **C#**, **ElasticSearch**) that monitor compliance with safety rules, environment and quality on construction sites.

Development of the Vinci Construction France business and organizational objectives management tool (**Angular**, **C#**, **Dapper**).

Development of a note-taking tool for construction workers to log issues (**Angular**, **C#**, **CQRS**).



Ardian (Neos-SDI) (Software engineer)

2016 - 2017

Development of a financial management application.
Back-end programming in **C#** with **Entity Framework** and a **SQL** database.
Front-end with **AngularJS/TypeScript**.



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Unit tests (**Fixture**, **Mock data**, **TDD**).
Coding following best development practices.

AUSY AUSY (Software engineer)

2015 - 2016

Development and maintenance of **Java** projects.
Making a **Maven** project with **Sculptor Generator**.
Writing functional and unit tests with **Selenium**, **JBeheave**, **JUnit (TDD, BDD)**.

Setting up a **Linux Red Hat** continuous integration server.
Configuring and installing various tools on the server (**Tomcat**, **Jenkins**, **SonarQube**, **OpenLDAP**, **Git**, **MySQL**, **Nexus**, **Maven**).
Configuration of **Jenkins**.
Documentation of technical specifications.

Development of a PDF management and auto-filling tool in **Java**, using **iText**.



Institute for Brain and Spinal Cord (Software engineer)

2014 - 2015

Intranet development with **SharePoint**.
Project management, evaluation of users needs, and leading training sessions.
Creation of sites, components and rights management.
Writing technical documentation.

Education



Master's degree in Computer Science (UQAC)

Québec

2015 - 2016



Master's degree in Software Architecture (ESGI)

France

2014 - 2016



Bachelor's degree in Software Architecture (ESGI)

France

2011 - 2014