

Maïgan Périot

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dragonakout.github.io

1120 Jogues St., # 301, Sherbrooke, QC, Canada, J1H 5N5

SKILLS

Programming Languages and Tools

Kotlin, Java, C#/.NET, C++, Python, Unity, Git, GitLab CI/CD, Docker

Languages Spoken and Written

French : 5/5

English : 4/5

EDUCATION

Bachelor’s Degree in Computer Science

2021

University of Sherbrooke

Co-op program

Diploma of College Studies in Natural Sciences

2018

Cégep of Rimouski

Mathematics and Physics Specialization

WORK EXPERIENCE

Tools Programmer – Ubisoft Entertainment Inc.

September 2020 to December 2020 - Internship

- Maintenance and support of an internal performance monitoring (e.g. CPU, GPU or memory usage) and profiling software
- Refactoring of an internal library used to resolve symbols inside of ELF files on PS4 and PS5
- Development of a tool installing a Windows Performance Indicator necessary for a telemetry plugin of the aforementioned software, enhancing the QoL of users

Used: C#, .NET Framework, .NET Core, GitLab CI/CD, NuGet packaging

Android Developer – Ipnos Software Inc.

January 2020 to April 2020 - Internship

- Maintained and supported project *Relax Melodies*, allowing the company to continue deliver audio content to its millions of monthly users
- Added an Alarm section to the app, allowing users to have an alternate, fade-in alarm, instead of Android default one
- Added user behaviour tracking with numerous analytics events to have better understanding of users needs

Used: Java, Android, Firebase, Clevertap, MockK, Twine, Atlassian Suite

Software Developer – Solotech Inc.

May 2019 to August 2019 - Internship

- Extension of the service department Salesforce database
- Creation and development of an internal Android app for maintenances using Salesforce SDK

Used: Kotlin, Java, Salesforce API, Salesforce Android SDK, Jetpack / AndroidX, Python 3, VBA

RELEVANT PROJECTS

Treasure Hunt - Daily Walks Android Game

Designed and implemented a virtual Geocaching app, gamifying the experience of exploring your neighborhood. Using geofences to trigger notifications for the user and give them points rewards.

Used: Android, Geofencing, Google Maps API, Maps SDK

Implementation of a Git clone

Implemented a CLI program allowing the user to keep a version history of their files in a project.

Used: C++, Boost file system, STDLib, Git, Catch2 unit testing

VIEW MORE PROJECTS ON MY WEBSITE: DRAGONAKOUT.GITHUB.IO