## Maïgan Périot

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#### **SKILLS**

# **Programming Languages** and Tools

C#, Java, Python, Kotlin, Unity, C++, Docker, Git

# Languages Spoken and Written

French: 5/5 English: 4/5

#### **EDUCATION**

### **Bachelor's Degree in Computer Science**

2018 to this day *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

#### **ANTERIOR PROJECTS**

## Implementation of a Git clone

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

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