

Summary

Computer science and computation art student at Concordia University currently seeking an opportunity to earn valuable work experience to develop collaborative skills while perfecting my techniques as a developer, technician and digital artist.

- Extensive knowledge of object oriented design, data structures, and web technologies
- Good foundation in graphic design and creative work using Adobe CC softwares
- Experimented with interactive media software design and workflow
- Hands-on experience in setting up and operating audiovisual equipment for various type of events as sound and light technician

Academic Projects

In.finite exhibition website

2020

- Designed and programmed the website of Concordia Design and Computation Arts virtual exhibition of 2020 at in-finite.ca.
- Worked with Vue JS Frontend framework and Kirby CMS to serve the content.
- Formalized a proposal for the technology stack to be used and gave training to other team members on how to use our chosen stack.

Equilibria

2019

- Designed and created an interactive artwork responsive to the presence and movement of the visitors in the exhibition room of the work.
- Implemented interactive video projections with Max and Jitter.
- Programmed interactive LEDs using the Arduino platform and custom hardware
- Received the Sustainability award at the Concordia Design and Computation art exhibition of 2020

Projet Montréal

2018

- Designed a social platform where citizens of Montreal can submit propositions to improve the city.
- Implemented the front-end and the back-end with MongoDB, Express and Node.
- Made use of third party API to integrate mapping functionalities.

Work Experience

Audiovisual Technician

Le Belmont, Freelance

Montreal

Septembre 2017 - Today

- Set up, operated, and maintained audio-visual equipment, sound and lights, for various type of events.
- Demonstrated coordination skills and leadership while interacting with artists during soundcheck and performance
- Currently in house technician at Le Belmont and doing jobs as a freelance Onyx operator.

Animator, Illustrator

A Little Idea Co.

Manchester, UK

June - November, 2015

- Designed and animated a presentation video of a sports product to raise funds for various charities.
- Collaborated with an artistic director and followed his instructions to guide the creation of drawings and animations.

Graphic Designer and Video Editor

SDMC Production

Manchester, UK

February - May, 2015

- Edited various productions such as reality shows, short documentaries, trailers, and commercials.
- Created a press-kit for the promotion of a reality TV show.
- Adjusted the saturation and brightness level of the video to ensure that they comply to British television standards.

Education

Bachelor of Computer Science, Computer Application & Computation Arts (double Major)

Concordia University, Montréal

2016-2020

Diplôme d'études collégiales (DEC), Technologie de l'électronique

Spécialisation Audiovisuel,

Cégep Limoilou, Québec

2011-2014

Programming Languages

JavaScript

HTML

CSS

PHP

C++, C#, C

Java

Technologies

OpenGL/WebGL

Vue JS, Nuxt

SASS

jQuery

Node.JS

MongoDB

Git

Softwares/Hardware

Audiovisual

Max/MSP/Jitter (experienced)

Onyx (experienced)

TouchDesigner (Novice)

Ableton Live, Logic Pro X, Pro Tools

Yamaha 01V96 and similar

Adobe Suite

After Effects

Premiere

Photoshop

Illustrator

InDesign

Languages

Fluently bilingual,

English and French