

Frederic Portaria-Janicki, B. Ing.

INFORMATION	4822 Saint-Andre street Montreal, Quebec, H2J 3A3	<i>Mobile:</i> (514) 969-9816 <i>Email:</i> frederic@janicki.ninja	
EDUCATION	Electrical and Computer Engineering École de technologie supérieure (ÉTS) Université du Québec, Montréal		2015
	DEC: Pure and applied science Jean-de-Brébeuf College		2010
PROFESSIONAL EXPERIENCE	Samsao Mobile Developer - Software Engineering		2016
	Native Android mobile development of a solution used to configure and flash custom firmwares on an IoT embedded device in the automotive industry by using a Bluetooth Low Energy link.		
	<i>Technology Stack:</i> Java, Android SDK, Git, Jenkins, Reactive Extensions (RxJava), Bluetooth Low Energy, Clean Architecture.		
	nventive Mobile Developer - Software Engineering		2015
	Multiplatform mobile development for various clients using Xamarin and C#. <i>Examples of clients:</i> Rdio, Twitter.		
	<i>Technology stack:</i> C#, Xamarin, .NET 5, Android SDK, iOS, Git, Visual Studio Online.		
	Mobeewave Intern - Software Engineering		2015
	Developed a scalable backend application in C# for a mobile financial application using an Agile methodology. Designed and implemented a shared caching system.		
	<i>Technology stack:</i> C#, .NET 4.5, Amazon AWS, Redis, WebApi, Git, TFS, Visual Studio Online.		
	iBwave Intern - Software Engineering		2014
	Removed and corrected various issues found in the current version of <i>iBwave design</i> and worked on implementing next-generation features to be included in the next release.		
	<i>Technology stack:</i> C#, XML, .NET 4.5		
	Hewlett-Packard Intern - Software/Hardware QA Engineering		2012-2013
	CGI IT Consultant		2008-2012
SKILLS	Computer Science Programming languages: Java, C, C#, Xamarin, Android, iOS, GLSL		

Software and design principles: SOLID, Clean Architecture, Reactive Extension, TouchDesigner, L^AT_EX

Electronics

Digital Design, Hardware Design, Microcontrollers Programming.

ADDITIONAL INFORMATION

Projects

- Designed and built a geodesic dome as part of a multidisciplinary project for the *OpenMind 2015 Festival*. The project received a prize from the festival for its ecological design. I also had the Technical Director role for a north american tour for the same project during summer 2016.
- Designed and built a 500 LED wall with numerical interactive controls. Presented at various events, including a networking event organized by Facebook.

Technology Stack: TouchDesigner, ARM Cortex-M4, C, Serial Communication, Laser Cutting, Electronics Design.

- Developed a VJing custom interactive solution, presented at various events.

Implication

- Co-founder and technical director of the *Eden Creative* technological and artistic collective.
- Ex-Member of the video game development club *Conjure* at ETS.
- Developed a multiplayer video game prototype for the Academia 2014 competition, organized by Ubisoft Montreal. Our prototype won 2 of the 10 available prizes.
- Attended the NorthSec 2014 computer security competition.
- Volunteered at the Engineering Games 2012.

ACTIVITIES

Rock Climbing - Yoga - VJing - Generative Arts - Photo - Biking