

Education (9 years)



MASc. Biomedical Engineering

University of Ottawa, Ontario, 2009 - 2011 (2 years)

- Image Processing, 3D Graphics, Haptics (touch) and Real-Time.



BSc. Computer Science

University of Ottawa, Ontario, 2002 - 2006 (4 years with honours)

- Summa Cum Laude (DGPA: 93%, CGPA: 87%).



Computer Engineering Technology

La Cité collégiale, Ottawa, Ontario, 1999 - 2002 (3 years)

- Graduated with Great Honours (CGPA 98.25%).

Work Experience (12 years)

TEACHING (3 years)



Professor

Algonquin College, 2016-09 to present (19+ months)



Teaching Assistant

University of Ottawa, 2010-09 to 2012-04 (16 months)

INDUSTRY (4.5 years)



Kernel Developer

QNX (Blackberry), 2015-05 to 2016-09 (1.5 years)



C Developer

Espial, 2012-05 to 2012-09 (5 months)

Various CO-OP Placements, Ottawa Region, between 2000 and 2006 (2.5 years)

VIDEO GAME INDUSTRY (4.5 years)



Game Developer

Fuel Industries, 2012-12 to 2015-04 (2.5 years)



Game Developer

Magmic Games, 2007-01 to 2008-11 (2 years)

Skills

Computer Languages

- ★★★★★ C
- ★★★★★ Java
- ★★★★★ C++
- ★★★★★ HTML/CSS
- ★★★★★ Javascript
- ★★★★★ Python
- ★★★★★ Ruby
- ★★★★★ PHP
- ★★★★★ SQL

Tools and Frameworks

- Prefers the **Command Line** for version control (**git**) and compilation (**GNU toolchain**).
- Eclipse, Xcode, Microsoft Visual Studio, Android Studio
- Gimp (image editing), Blender (3D modeling and animation)
- SDL2, LibGDX

Specialty

- Mobile Development (Android, iOS, J2ME).
- 2D Image Processing.
- 3D Graphics with **OpenGL**.
- Developing Data Structures and Algorithms.

Miscellaneous

- Fluent in both **English** and **French**.
- Arch **Linux** user.

Personal Interests

Research

- I love tinkering with AI, Computer Graphics and Image Processing.

Web Portfolio

<http://fluxrider.com/>

- I maintain a personal web site. It serves as a reminder of who I am.