

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 (2 years)



Kernel Developer

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



C Developer

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

Web Programmer

LC&D Internet Publishing, 2001-09 to 2001-12 (4 months) (CO-OP)

VIDEO GAME INDUSTRY (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)

Magmic Games, 2006-05 to 2006-08 (4 months) (CO-OP)

GOVERNMENT (2 years)

Programmer

National Research Council Canada, 2005-01 to 2005-04 (4 months) (CO-OP)

National Research Council Canada, 2005-09 to 2005-12 (4 months) (CO-OP)

Web User Interface and Application Support Analyst

Industry Canada (now ISED), 2004-05 to 2004-08 (4 months) (CO-OP)

Web Programmer

Public Service Commission of Canada, 2000-05 to 2000-08 (4 months) (CO-OP)

Public Service Commission of Canada, 2001-01 to 2001-04 (4 months) (CO-OP)

Teaching Details

Course Taught at Algonquin

- 2017-09 Introduction to Computer Programming (CST8110) [200+ students].
- 2017-06 Introduction to Computer Programming (CST8110) [CE].
- 2017-04 Graphical Interface Programming (Android) (CST2335) [CT].
- 2017-01 Graphical Interface Programming (Android) (CST2335) [CE].
- 2016-09 Software Analysis and Design (CST2234) [labs].
- 2014-03 Practical C++ game programming (GAM1509) [labs].

Labs Taught at the University of Ottawa (between 2009 and 2011)

- Data Structures and Algorithms [also designed assignments].
- Concept of Programming Languages [also presented 2 lectures].
- Introduction to Programming I and II.

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.

Research and Self-Improvement

- I've tinkered recently with AI generative models using deep learning.
- I wrote a register/login/token web application using libsodium.
- I wrote a mini web browser in JavaFX.
- I implemented bone animations from scratch in OpenGL.
- I maintain a personal web site. It serves as a reminder of who I am.
<http://fluxrider.com/>
- I publish small video games from time to time.
<https://play.google.com/store/apps/developer?id=Gamer%20Lips>