David Lareau
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613-327-4426

fluxrider.com

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)

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.

Teaching Interest

- Real-Time Programming
- Data Structures and Algorithms
- Numerical Computing
- Image Processing
- 3D Graphics
- Programming (Introduction/Intermediate) (C/C++/Java)
- Introduction to Linux (I am an Arch Linux user myself)
- Database Management
- Android Development
- Web Development

Research and Self-Improvement

- I've tinkered recently with AI generative models using deep learning.
- I'm drafting a paper on a disjoint shuffle algorithm for repeating sequence.
- I'm learning the web MEAN stack, versus the LAMP stack I already knew.
- I wrote a mini web browser in JavaFX to learn it.
- 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