Work History (12 years)

2017-12 2016-09	Professor Algonquin College - Android, Java, C++
2016-09 2015-05	Kernel Developer QNX (Blackberry) - File Systems, Driver's Framework, Linux (Debian)
2015-04 2012-12	Game Developer Fuel Industries - Android, iOS, OpenGL, C++, macOS
2012-09 2012-05	Embedded Developer Espial - WebKit, C++, Linux (Fedora)
2012-04 2010-09	Teaching Assistant University of Ottawa - Data Structures, Algorithms, Java
2008-11 2007-01	Game Developer Magmic Games - 2D Canvas, Tools, J2ME
2006 2005 2004 2001 2000	Game Developer (co-op) Magmic Games Programmer (co-op) National Research Council Canada Web Programmer (co-op) Industry Canada Web Programmer (co-op) LC&D Internet Publishing Web Programmer (co-op) Public Service Commission of Canada
Education (9 years)	

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2011 MASc. Biomedical Engineering

University of Ottawa

- 2D Image Processing, 3D Haptics, and Real-Time computing

2006 BSc. Computer Science

University of Ottawa

- Summa Cum Laude

2002 Computer Engineering Technology

La Cité collégiale

- CGPA 98.25%

Skills

Fluent in both English and French (speaking, reading, writing).

Languages

C, Java, C++, bash scripting, Python, Ruby, Javascript, PHP, SQL, HTML, CSS

Software

Arch Linux, GNU toolchain, git, Eclipse, Jira, Confluence, Office Suite