David Lareau
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Education

Master of Applied Science in Biomedical Engineering
University of Ottawa, Ontario, 2009 - 2011 (2 years)
- The thesis on Haptic Image Exploration involved Image Processing, 3D Graphics, Haptics (touch) and Real-Time Computing.

Bachelor of 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%).

Qualifications

Years of Experience
- **12 years total** of experience in computer science jobs.
- **3 years** teaching in college and university.
- **4.5 years** in the video game industry.

Computer Languages
- ★★★★★ Java
- ★★★★★ C
- ★★★★★ C++
- ★★★★ Javascript
- ★★★★ HTML/CSS
- ★★★★ SQL
- ★★★ Python (numpy, scipy)
- ★★★ Ruby
- ★★★ PHP
- ★★★ C#
- ★★★ XSLT

Expertise
- 2D Image Processing
- 3D Graphics and **OpenGL**
- Data Structures and Algorithms
- Fluent in **English** and **French**
- Mobile Development (**Android** SDK/NDK/JNI, iOS, j2me)

Tools

- **git** at the command line
- GNU toolchain
- Eclipse, Xcode, Microsoft Visual Studio
- Operating Systems: **Linux (Arch)**, macOS, Windows
- Game Dev Frameworks: **SDL2 (C)**, LibGDX (Java), Unity (C#)
- Gimp (image editing), Blender (3d modeling and animation)

Work Experience

Professor

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

- Introduction to Computer Programming (CST8110) (200+ students)
- Graphical Interface Programming, a.k.a. The Android Class (CST2335)
- Software Analysis and Design (CST2234) (labs)
- Game Development II in C++ (GAM1509) (labs)

Kernel Developer

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

- File Systems, 64-bit compatibility and general kernel work.

Game Developer

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

- Developed cross-platform libraries for iOS and Android.
- Wrote games using various IP (e.g. Lego, Batman, McDonalds, Furby).

C Developer

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

- Added features to an internet browser for televisions (Webkit-based).
- Developed series of graphics tests for identifying platform specific issues.

Teaching Assistant

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

- Data Structures and Algorithms
- Introduction to Programming I and II
- Concept of Programming Languages

Game Developer

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

- Developed many video games for mobile devices (2D/3D).
- Built tools and utilities (e.g. map editor, file compression, file archives).

CO-OP Placements

Various, Ottawa Region, between 2000 and 2006 (2.5 years)

- Platform Developer, Magmic Games (4 months)
- Programmer, National Research Council Canada (8 months)
- Web Programmer, Industry Canada (4 months)
- Web Programmer, LC&D Internet Publishing (4 months)
- Web Programmer, Public Service Commission of Canada (8 months)