

www.iangrenier.ca

## CONTACT

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## **PROFICIENCIES**

Favourite common modern tools and techniques:

### **LANGUAGES**

HTML, CSS, JavaScript, SQL

### **FRAMEWORKS**

React, Node.js, Express

### **LIBRARIES**

Bootstrap, Bulma, jQuery

### **TOOLS**

NPM, NPX, Git, GitHub, Postman, SQLite

#### IDE

VSCode, Atom, Sublime

### **PLATFORMS**

Heroku, GitHub-Pages

### **TECHNIQUES**

HTTP, REST, API, AJAX, JSON, XML, Fetch, CORS

"Though I program mostly for the web, I also have some experience developing for android, desktop, game engine, and embedded systems, where I've used other popular languages, libraries, frameworks, development environments and other tools like versioning software, package mangers, and static site generators." (For example: Java, C/Cpp, C#, Visual Studio, JetBrains, Unity, Unreal, Android Studio, Code::-Blocks, STM32CubeIDE, Arduino IDE and more...)

# **Ian Grenier**

## **Software Developer**

Ambitious software developer specializing in **full stack web development** with modern frameworks such as **React and Node.js**.

Relentless optimist, energized by bold and imaginative projects requiring versatility, resourcefulness and complex problem solving. Capable of producing elegant solutions that consist of simple, readable code with sensible paradigms, patterns and architecture, implemented in line with company conventions and best practices.

Currently developing client-server web app including a fully featured decentralized blockchain prototype hosted on a distributed network with multiple nodes, exposing a custom api to an interactive blockchain explorer UI with real-time search and other features.

## **EDUCATION**

### **TECHNICAL COURSES**

- The Complete 2021 Web Development Bootcamp
- The Complete Web Developer In 2021: ZTM
- The Web Developer Bootcamp 2021
- The Odin Project
- Java Programming Masterclass
- Android Java Masterclass
- Advanced C Programming
- C# Advanced Topics

- MCU Embedded C Programming
- Embedded Systems Programming On ARM
- Learn 6502 Assembly Language
- Creating A Game Loop With C And SDL
- Raycasting Programming With C
- 3D Graphics Programming From Scratch
- Blockchain technology with JavaScript

CERTIFICATIONS Networking and Security

• VMWare VCA(2018) • Microsoft MCP(2018) • Cisco CCNA(2017)

• Network+(2017) • A+(2017)

CANADORE COLLEGE Aviation Technician

Avionics, Structural, Mechanical Service and Repair

## **EXPERIENCE**

## PROJECT & SERVICE DELIVERY MANAGER

### Microserve

2019

Managed AV Operations, Professional Services, and Technical Services projects and project deliverables through initiation, planning, execution, monitor and closing activities. Including the transition to operations. Developed the PMO and worked with internal/external stakeholders to develop project plans while identifying/documenting constraints, utilizing tools and techniques to develop management plans for the scope, schedule, cost, risk, resource, and other project management knowledge areas.

### SERVICE DESK ANALYST Municipality of Parkland County

2017-2019

I worked as part of a small IT team to coordinate and provide tier 1 and 2 support for 400 employees across all departments and locations of the municipality including system administration, networking and security. Our team also managed IT assets, small and large projects, and service desk alignment with operational practices.

I expanded our use of the ticketing system to further satisfy the needs of the business and provide better service. I also developed a plan to reorganized the service delivery strategy to make a large and positive impact by incorporating not only technical solutions, but others including user education, relationship building, positive marketing for IT and more. The presentation of this new strategy was well received and strongly supported by IT leaders and municipal executives.