

GABRIEL BUSSIERES

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Current Objective

Eager to learn new concepts, strategies, and programming languages at a Professional Experience Year placement in an enriching work environment. Interested in applying acquired knowledge to real world situations. Any equivalent opportunities would provide growth and development in my field of interest.

Education

Honour Bachelor of Science, 3rd year 2013 - Present
University of Toronto, Faculty of Arts and Science

Computer Science Specialist and Psychology Minor
PEY Availability: May 2016 – September 2017

Relevant Courses: Software Design, Algorithms, Data Structures, Databases, Programming Languages, Interactive Computational Media, Web Programming, Artificial Intelligence, Natural Language Computing

Skills

Technical Skills:

- Programming Languages: Java, Python, C#, C, Racket, Haskell, Assembly
- Databases: SQL, XQuery, MongoDB, Relational Databases, XML
- Web: HTML & CSS, Bootstrap, JavaScript, jQuery, Django
- Version Control: Git, Subversion
- Operating Systems: Windows, OS X, Linux
- Other CS-related: MATLAB, UML, Unity3D, Verilog, Algorithms, Data Structures

General Skills:

- Fluent English and French communication skills, including oral and written. Basic Spanish.
- Misc: Sales, teamwork, customer service, retail, cash handling, time management, high-pressure work environments.

Relevant Projects

Interactive Museum Exhibits Summer 2015 - Present

- Invited to work with Steve Engels, a senior lecturer at the University of Toronto, to integrate new technology into the Royal Ontario Museum.
- Developed a photo booth with a partner using a Kinect V1 Sensor and Unity3D
- Wrote scripts in C#. Functionalities implemented include changing outfits, changing the background, saving photos, and sending those photos to museum visitors via email
- Communicated weekly with Engels for brainstorming. Presented our work every month to employees at the Royal Ontario Museum, including the CEO and the project manager
- The Royal Ontario Museum has decided to continue working with our group and offered to demo our projects in exhibits and during events

Personal Projects

2015 - Present

- Created a video game about a jellyfish searching for plankton and avoiding predators. Functionalities include swimming mechanics, power-ups which diminish the user's hunger, and decreased lighting over the depletion of hunger. The scripts are written in C# and was made using Unity3D.
- Designed a personal web resume written in HTML & CSS. Bootstrap was used as a front-end framework.

School Projects

2014 - Present

- Conducted research, interpreted data, made sketches, created a prototype, and conducted usability tests with four other students in order to create software which connects the homeless with the organizations that provide resources for them.
- Collaborated with a team of four on a sharing economy website where users can act as a deliverer or a receiver. A receiver can post delivery requests, which can be accepted by deliverers in the area. HTML, CSS, Bootstrap, and JavaScript were used for the front-end. Python and Django were used for our back-end framework. Our database was designed and implemented using MongoDB.
- Created, tested, and debugged a single-player pong game made through VGA, written in Verilog.
- Developed an Android application in a team of four, using Java and XML, oriented towards the prioritization and the registration of patients at a hospital. The app stored patients in a txt file, ranked patients by priority and allowed modification of their data.

Work Experience

Sales Associate. The Gap. Toronto, Ontario

August 2014 to March 2015

Tasks included greeting, relating, and engaging with the customer; keeping the merchandise organized; and retrieving products from stock when necessary.

Crew Member. McDonald's. Woodstock, Ontario

June 2012 to July 2013

Worked at the front counter and drive-thru. Tasks included taking orders, money handling, working with other crew members, managing time, prioritizing orders, and communicating with customers.

Volunteer work

May 2012:

- Organized and participated in a humanitarian to Guatemala trip with the High Skills Major program in non-profit at *École Secondaire Notre Dame* and *Behrhorst Partners for Development*.
- Promoted personal hygiene and constructed outdoor latrines in the rural community of Chichicastenango, Guatemala.

April 2012:

- Selected within *Conseil scolaire catholique Providence* to participate in *Expérience Dominicaine: A humanitarian trip to the Dominican Republic with the goal of understanding the lives of those living in Third World countries*.
- Performed manual labour alongside families; mostly local sugar cane farmers, in order to comprehend the economic disparities existing within the rural areas of Santo Domingo, DR.

Interests

- Snowboarding, Artificial Intelligence, Psychology, Film