

GUILHEM DUBOIS

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📍 Montreal (QC), Canada

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Bilingual: English and French

SUMMARY

- Knowledge of several programming languages (C#, Java...), frameworks (Spring, Angular...) and database management (SQL, Hibernate...)
- Work experience in different environments, international studies, and multiple team projects
- Strong team spirit and professional communication skills
- Goal-driven, passion for technology and for learning!



EDUCATION



Bachelor's degree in Software Engineering

2017 - Expected Graduation December 2021

Polytechnique Montréal

111 credits accumulated, Grade Point Averages (GPA) of 3,79/4,00

International exchange studies (Computer Science Master courses)

August 2019 - January 2020

KTH Royal Institute of Technology - English classes, Stockholm (Sweden)

College diploma in Computer Science and Mathematics

2017

Collège de Maisonneuve, Montreal



AWARDS



- Mention of excellence from the General Director at Polytechnique
- Admission scholarship in 2017-2018 due to the academic level of excellence in college
- First prize from the Department of Mathematics, cohort of 2015-2017 (highest average score for all the courses in mathematics)



COMPUTER KNOWLEDGE



Languages / Frameworks

- C#, Java, Typescript, C++, Scala (basic), Kotlin (basic)
- Angular, WPF (.NET), Spring, React (basic)
- SQL, MongoDB, Sybase, Hibernate, Spring Data JPA
- Basic Linux and Shell scripting knowledge

Tools / Software

- Git, SVN (basic), Perforce (basic)
- Jira, Gradle, Jenkins, Artifactory
- Visual Studio, Eclipse, IntelliJ
- Unreal Engine (basic)

Programming practices

- Agile (Sprints, Scrums, Pull requests, Code reviews)
- Unit tests, Smoke tests, Integration tests
- Test Driven Development
- Documentation (JavaDoc, Swagger UI, Markdown)



PROJECTS



Personal project: Portfolio website

2020 - Now

- Design, program and deploy a website created with **Angular**.
- Available here: www.guilhemdubois.com

Personal project: Software to synchronize sheet music with songs

2020 - Now

- Prepare requirements and plan an **Agile** workflow.
- Develop a software with an intuitive and efficient user interface in **WPF**.

Team projects: Various academic projects

2018 - 2021

- University (year 3): Multiplayer real-time drawing game (android interface and communication between tablets and computers using **WebSocket**).
- University (year 2): Web application (frontend and backend) with data management using **SQL**.
- University (year 1): Embedded system with software and hardware components from a **microcontroller** board (I/O and external peripherals management).
- Final collegial: Design of a roller coaster software simulation (analysis of **mathematics** and physics concepts and simulation in **Java**).



WORK EXPERIENCE



Technology Summer Analyst (followed with Part Time Analyst)

May 2019 – December 2020

Morgan Stanley, Montreal

- Create a **REST API backend** accessing a database using Spring Data JPA (with Hibernate).
- Create an **Angular frontend** with an ag-Grid to display the data retrieved from the REST service.
- Make the project available on **Docker** (from the image creation to the deployment).

Software Development Intern

May 2019 – July 2019

Symgery (formerly OSSimTech), Montreal

- Design a **SQL database** according to the requirements of the Research & Development team.
- Create the database and migrate data considering performance and long-term maintenance.
- Transfer and refactor Unreal blueprints to **C++**.

Tools Programmer Intern

June 2017 – July 2017

Ubisoft, Montreal

- Implement new functionalities in **C#** while respecting deadlines (sprints of two weeks).
- Develop **unit tests** and **smoke tests** according to the needs of the Quality Assurance team.

Tools Tester (internship)

May 2016 – July 2016

Ubisoft, Montreal

- Find and communicate **bug reproduction steps** to the development team (using JIRA).

```
std::cout << "The End!" << std::endl;
```