# **GUILHEM DUBOIS**

**514-441-7726** 

9 543, Stuart Avenue, Montreal (Quebec) H2V 3H1 School: guilhem.dubois@polymtl.ca ☐ Professional: guilhemdubois.mail@gmail.com

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, open-minded and ability to easily communicate
- Goal-driven, passion for technology and for learning!



**EDUCATION** 



# **Bachelor's degree in Software Engineering**

2017 - Expected Graduation December 2021

Polytechnique Montréal

70 credits accumulated, Grading and Grade Point Averages (GPA) of 3,77/4,00

#### 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 collegial Department of Mathematics, cohort of 2015-2017 (highest average score for all the courses in mathematics)



COMPUTER KNOWLEDGE



#### Languages / Frameworks

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

#### Tools / Software

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

#### Programming practices

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



#### Second year project: Interactive web application with data management

2019

- Design, develop and test an interactive web application (Front-end and Back-end).
- Work and communicate efficiently using an Agile approach to project management.

#### First year project: Initial project on embedded system

2018

- Build a system containing software and hardware components from a microcontroller card.
- Produce a complete computer system with inputs/outputs and external peripherals.

# Practical Work: Development of a web chat application (Client side)

2018

Develop an application communicating to a server through "Web Sockets" in HTML and CSS.

## Collegial final integration project: Conception of a rollercoaster simulation

2017

Analyze, implement, and present the mathematical aspects related to the project (Java).

**292 WORK EXPERIENCE** 292

## **Technology Part Time Analyst**

31/09/2020 - 04/12/2020

Morgan Stanley, Montreal

- Make a Java project available on docker (from the image creation to the deployment).
- Index a database using Hibernate Search (Lucene indexes) to add typeahead to a search feature.
- Work in an asynchronous team-based approach using the Kanban methodology.

# **Technology Summer Analyst**

01/06/2020 - 21/08/2020

Morgan Stanley, Montreal

- Develop a Full Stack project using various DevOps tools and with an Agile approach.
- 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.

#### Software Development Intern

06/05/2019 – 26/07/2019

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**

05/06/2017 - 28/07/2017

Ubisoft, Montreal

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

# **Tools Tester (internship)**

May 2016 – July 2016

Ubisoft, Montreal

Find and communicate **bug reproduction steps** to the development team.

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