

Jacob Gagné

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EDUCATION

CONCORDIA UNIVERSITY
B.ENG SOFTWARE ENGINEERING
Expected May 2019

JOHN ABBOTT COLLEGE
DEGREE COMPUTER SCIENCE
May 2015

SKILLS

PROGRAMMING

Scala • Golang • JavaScript • Python
• C++ • Java • HTML/CSS

SPOKEN

Perfectly bilingual
English • French

DATABASES

PostgreSQL • MySQL • Redis •
MongoDB • Firebase

SECURITY CLEARANCE

NATO Secret • Controlled Goods
Will require sponsor and potential
renewal

AWARDS

CSGAMES

- 2018 | 2nd Place
- 2017 | 4th Place
- 2016 | 14th Place

IEEEEXTREME

- 2018 | 3rd Place in Canada
- 2017 | 9th Place in Canada

GOOGLE GAMES

- 2018 | 3rd Place

DEAN'S LIST

- 2014 | 98.5% average
- 2018 | 3.76/4.3 GPA

OTHERS

- 2018 | Communitech challenge,
Waterloo, top 50 in Canada
- 2016 | 2nd Place Concordia
programming competition (certificate
from Dean)

WORK EXPERIENCE

APPHELP BY APPDIRECT | BACKEND DEVELOPER INTERN

Expected May 2017 – May 2018 | Montreal, QC

- Implemented resource efficient backend micro services in Scala.
- Performed research tasks ranging from micro service authentication methods to impacts of framework upgrades.
- Collaborated with colleagues to finalize decisions related to service-to-service secured communications.

LOCKHEED MARTIN CANADA | SOFTWARE DEVELOPER INTERN

September 2016 - December 2016 | Montreal, QC

- Developed 3D high fidelity simulations in Java using jMonkeyEngine.
- Maintained and implemented acceptance tests using JUnit and Mockito.

BREAKMATES | CO-FOUNDER, FULL-STACK DEVELOPER

January 2013 - August 2016 | Montreal, QC

- Created website and API used for scheduling application.
- Designed and implemented an API backed Android application.
- Built a stable and scalable web server infrastructure utilizing Amazon Web Services (AWS).

IR-WIN | FULL-STACK DEVELOPER

September 2011 - August 2016 | Montreal, QC

- Constructed algorithms for complex financial mathematical equations.

NOTABLE PROJECTS & CERTIFICATIONS

BRINGIT! - UBER FOR EVERYTHING ELSE

2016 | McHacks Hackathon | McGill University

Completed a web application that allowed users to request deliveries from other end users. Designed and implemented front end, data models and interactions with Firebase.

VIRTUAL MOTIONS LAB

2016 | HackHarvard Hackathon | Harvard University

Created a virtual reality program with three colleagues. Responsible for the VR environment and virtual physics. The software allowed complex educational concepts to be taught in a virtual environment with model manipulation and labeling.

TWITTER SURVEYS

2015 | Local Hack Day | Concordia University

Developed a web application that utilized the Twitter API to create surveys. Results were aggregated and displayed by a user interface. Aided teammate with front end. Our team of two developers won first place.

OTHER PROJECTS

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STOCKLION

2018 | Concordia University

Currently working on a custom chess artificial intelligence in C++.

ONLINE MACHINE LEARNING

2016 | Coursera | Stanford University

Completed course and achieved a certificate with a 97.6% Grade.

SOCIAL NETWORK NEBULA

2011 | High School

Created a social network used by students from my highschool.