



Jacob Gagné

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Skills

Programming: JavaScript, PHP, Java (and Android), Python, Bash, Git, Node, Redux, Octave, C#, C++.

Security Clearances: NATO Secret and Controlled Goods.

Databases: SQL, Firebase, MongoDB.

Languages: Perfectly bilingual, French and English

Work Experience

SOFTWARE ENGINEERING INTERN, LOCKHEED MARTIN CANADA, MONTREAL, QUEBEC **2016**

- Developed 3D high fidelity simulations in Java using the jMonkeyEngine.
- Maintained and implemented acceptance tests using JUnit and Mockito.
- Analyzed requirements to ensure the product adhered to the specifications.
- Made fundamental changes to the company Java frameworks.

CO-FOUNDER, ANDROID DEV & FULL STACK DEVELOPER, BREAKMATES INC., MONTREAL, QUEBEC **2013-2016**

- Developed web application using custom data structures.
- Worked on an API backed Android Application showcasing Material Design.
- Built a stable and scalable server infrastructure on AWS.

Technologies: PHP, Java (Android), MySQL, ZURB Foundation framework, Ajax, AWS.

FULL STACK DEVELOPER, IR-WIN, MONTREAL, QUEBEC. **2011-2016**

- Optimized and developed algorithms for complex mathematical tasks.

Technologies: PHP, Code Charge Studio, Web Services, MySQL, JavaScript.

Education

BACHELOR ENGINEERING - SOFTWARE ENGINEERING - CONCORDIA UNIVERSITY, MONTREAL, QC **2015-2019**

- Co-organized a weekly Algorithm Time as VP Projects of Software Eng. and CS Society

TECHNICAL DEGREE - COMPUTER SCIENCE - JOHN ABBOTT COLLEGE **2012-2015**

- Dean's List Fall 2014 (98.5% Overall, 2nd best of all students).

Notable Projects

MCGILL UNIVERSITY - MCHACKS **2016 (24 HOURS)**

Completed a web app that allowed people to request deliveries from anyone using the app. Was in charge of the models and the interactions with Firebase, also worked on the front end.

Technologies: Node, Firebase, HTML, CSS, Bootstrap

HARVARD UNIVERSITY - HACKHARVARD**2015 (36 HOURS)**

Developed a virtual reality program with a team of four. In charge of the VR environment and physics. The program allowed complex educational concepts to be taught in a virtual environment with model manipulation and labeling.

Technologies: Oculus Rift, Leap Motion, C#, Unity3D

CONCORDIA UNIVERSITY - LOCAL HACK DAY**2015 (12 HOURS)**

Developed a web application that made use of the Twitter API to create surveys. Results were aggregated and displayed by the web app. Was in charge of the backend logic, some front end implementations and communication with the Twitter API. Our team of two developers won **first** place.

Technologies: HTML, JS, CSS, PHP, MySQL

CANADIAN GOVERNMENT - CANADIAN OPEN DATA EXPERIENCE**2014 (48 HOURS)**

Built an Android app with a team of four. The app would locate the closest parking spaces for cars and bicycles near you. Worked on map related interactions and location driven app behaviour.

Technologies: Java Android

SCIENCE UNITY 3D GAMES**2012 (~24 HOURS)**

Single handedly developed two mini 3D games in two nights during my fifth year of high school. Improved my JavaScript and Unity skills. Implemented game physics and functionality with multiple levels and a scoring system.

Technologies: Javascript, Unity3D

Other Projects and Certification

- TeamStudy Student Collaboration tool (*Node, React, Redux, Mongo*) - 2017
- Personal Portfolio Website (*Node, Jade, Express*) - 2016
- GPA+ Study Group Finding App (*Android Java*) - 2016
- Machine Learning Coursera Course Projects (*Octave*) - 2015
- Restaurant Notification Web App (*PHP, HTML, MySQL, CSS, JavaScript, jQuery*) - 2014
- Homework Tracking App for Students & Teachers (*Android Java*) - 2014
- Science Chem Zone Website Backend and Admin Section (*PHP, MySQL*) - 2013
- GNR Teas Website (*PHP, HTML, MySQL, CSS, JavaScript, jQuery*) - 2013
- Social Network Nebula (*PHP, HTML, MySQL, CSS*) - 2012
- Android Application for Beginners to the OS (*Android Java*) - 2011
- Stanford Online Machine Learning (*Certificate with a grade of 97.6%*) - 2016
- Second place winner of the Concordia Programming Competition (*Certificate from the Dean*) - 2016