

JEAN-FRANÇOIS TO

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EDUCATION

McGill University • Montreal

August 2019 – Now

Bachelor of Science • *Mathematics and Computer Science* • GPA: 3.88/4.0

TECHNICAL SKILLS

- Programming languages: Java, Python, JavaScript, Rust, C, Bash
- Other related experience: Git, Linux, SQL, VueJS, NodeJS, Flask, Travis CI, Docker, HTML, CSS

PROJECTS

For more details about the projects, visit my [personal website](#)

Full Stack Website for Touch Typing

- Built a website that lets users type texts and compete for the best score
- Used:
 - MySQL for storing texts and top scores
 - NodeJS and ExpressJS to build the API
 - VueJS for the frontend
 - Docker to containerize the app
 - Heroku to deploy the app

Photography Archive

- Built a photography portfolio
- Used:
 - Flask for dynamically generating links and album covers
 - AWS S3 for scalable and cost-efficient storage

Multiplayer Game

- Built a video game with Rust using an open-source game engine (ggez)
- Designed and built a UDP peer-to-peer network from scratch
- Used WebAssembly to make the game playable on a browser

Chip-8 Interpreter

- Built a Chip-8 interpreter in Rust
- Capable of playing basic games such as Tetris, Space Invaders and Pong

Module for Open-Source Status Bar

- Wrote a script in Rust that parses .ics files and shows the current and next event of the day
- Can be integrated as a module for an open-source status bar (Polybar)

WORK EXPERIENCE

Tutor – Collège Jean-de-Brebeuf

August 2017 – May 2019

- Tutored students in various freshman-level courses such as math, physics and chemistry
- Helped students one-on-one to further their understanding of the subject

Research Assistant – Collège Jean-de-Brebeuf

Summer 2019

- Worked in a laboratory researching inorganic chemistry
- Worked on writing new labs so they could be taught to future students