

JONATHAN VANDAMME

FULL STACK JAVASCRIPT DEVELOPER

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Santander, Spain

Autonomous, dynamic and dedicated professional with a passion for software engineering looking for new professional challenges in Vancouver to pursue my Full Stack JavaScript development career.

WORK EXPERIENCE

CGI - Sherbrooke, Canada (2017 - 2019)

Angular Analyst/Developer - Hydro Québec

- Development of easy-to-use Angular components
- Analysis of the needs and contract creation for the components
- Component testing with Jest
- Integration into an existing codebase

Full-Stack TypeScript Developer - World Anti Doping Agency

- Scaffolding and architecture of an Angular application
- REST API development with NodeJS, Express and TypeScript
- Testing with JavaScript, Mocha and Chai
- Backend and Front-end deployment on production servers

Sherbrooke University - Sherbrooke, Canada (2015 - 2017)

Research Fellow - Inolivent Laboratory

Development of a medical device to ensure reliable total liquid ventilation.

- Design and implementation of an embedded control system in accordance with the medical standards (IEC 13485, IEC 62304, IEC 60601)
 - Distributed, safety-critical hardware/software system in C++
 - Touch screen user interface in C++/OpenGL
 - Custom printed circuit boards with ARM controllers
- Produce the required engineering documentation
- Plan and coordinate the subsystems integration
- Produce and maintain a budget of the project

ADDITIONAL EXPERIENCE

Sherbrooke University, Canada (Sept. - Dec. 2010 & May - Aug. 2011)

Internship - Research Fellow

Design and implement a modern graphical user interface for a liquid ventilator using WPF (C#/XAML)

CAE, Montreal, Canada (May - Aug. 2009 & Jan. - Apr 2010)

Internship - Software developer

Flight simulator and tools development for the military and cockpit development departments, using C++ and Python

MASTER THESIS

Non-invasive online monitoring of respiratory mechanics during total liquid ventilation

PERSONAL PROJECTS

GoTurtle - React-Native/Firebase mobile application for distance tracking (2018)

Create teams and track your distance in real-time, available on Google PlayStore

Hop - A global illumination renderer in C++ (2017)

A multithreaded Monte-Carlo path-tracer with Lua scripting for photorealistic rendering

YAK - A multiprocessor 64-bit kernel (2015)

Boots from a FAT32 USB stick and supports a high resolution terminal

EDUCATION

Sherbrooke University (2015)

Master thesis in Mechanical Engineering

Sherbrooke University (2011)

Mechanical engineering degree with a specialization in aeronautics.

Ultimate Courses (2018)

Angular/TypeScript certification

LANGUAGES

- French - native
- English - advanced
- Spanish - intermediate

SKILLS

- JavaScript/TypeScript
- Angular2+, NGRX, RxJS
- React/React-Native, Redux
- NodeJS, Express
- Jest, Mocha, Chai
- REST & GraphQL APIs
- MongoDB, RethinkDB
- Docker
- C/C++, Java, Haskell
- GIT, UNIX tools

DISTINCTIONS

Co-author of 7 scientific publications

Lecturer in international conferences

5 graduate scholarships

3 Academic excellence awards

OTHER INTERESTS

- Learning Haskell
- Functional patterns in JS
- Answer on StackOverflow
- Rock climbing & Outdoors
- Traditional archery
- Flint knapping

References upon request