

JONATHAN VANDAMME

SOFTWARE ENGINEER

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North Vancouver

EXPERIENCE

Full-Stack Web Developer Consultant, CGI Oct. 2017 - Jun. 2019

Angular Developer and Analyst for Hydro-Québec

Development of a UI component library in Angular2

- Designed and documented easy-to-use and intuitive APIs for each UI component
- Validated the component interfaces with the client
- Supported the team during the development and testing with **Angular6** and **Jest**
- Integrated the component library into the client codebase

Full-Stack TypeScript/Angular Developer for the World Anti-Doping Agency

- Architected and scaffolded a scalable, internationalized **Angular6** application
- Helped scaffold the REST API using **NodeJS, Express and TypeScript**
- Wrote REST API tests using **JavaScript, Mocha and Chai**
- Took the initiative to develop a **JavaScript library** that automated the generation of SQL to setup our tests
- Participated in the Backend and Frontend deployment on production servers

Electrical/Software Engineer, Sherbrooke University Jan. 2015 - Apr. 2017

The Inolivent Laboratory develops a medical device to induce ultra-fast therapeutic hypothermia using total liquid ventilation.

- Designed a distributed, safety-critical control system in C++
- Designed a touch user interface in C++/OpenGL using the ImGui pattern
- Designed custom printed circuit boards with redundant ARM microcontrollers
- Documented the processes according to the medical standards (IEC 62304)
- Participated in the creation of the **Orixha medical startup**
- Coinventor for a pending **International Patent Family Application**

INTERNSHIPS

Software Developer, Sherbrooke University Sept. - Dec. 2010 & May - Aug. 2011

Developed a data-driven touch interface to control a medical ventilator using C#

Software Developer, CAE Inc May - Aug. 2009 & Jan. - Apr 2010

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

PERSONAL PROJECTS <https://github.com/jo-va>

Evolving Creatures - Haskell application 2019

Artificial world simulation using neural networks, genetic algorithms and functional programming techniques.

GoTurtle - React-Native/Firebase mobile application for Relay For Life 2018

A mobile application that tracks the distance covered by groups of participants during outdoors events, available on **Google PlayStore**.

Hop - A global illumination rendering engine written in C++ and scripted in Lua 2017

An interactive multithreaded and vectorized (SIMD) Monte-Carlo path-tracer for photorealistic image rendering on the CPU.

YAK - A multiprocessor 64-bit kernel written in Assembly and C 2015

A small operating system with a high resolution terminal that boots from a USB stick.

MASTER THESIS

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

- Developed algorithms to estimate the elasticity of the lungs in real-time

SKILLS

- Analytical abilities
- Quick learner
- Teamwork
- Dedicated
- Passionate

FRONTEND

- JavaScript, TypeScript
- Angular2+
- React, React-Native
- NGRX, Redux, RxJS
- NPM, Yarn, Webpack
- HTML, CSS, SCSS
- Jest

BACKEND

- NodeJS, Express
- Mocha, Chai
- Firebase
- REST & GraphQL APIs
- MySQL, MongoDB
- Java, C/C++
- Haskell, Python
- Docker, Kubernetes
- Google Cloud Platform

EDUCATION

Sherbrooke University 2015

Master of Applied Science in Mechanical Engineering
GPA: 4.05/4.3

Sherbrooke University 2011

Bachelor of Mechanical Engineering and Aeronautics
GPA: 3.92/4.3

Ultimate Courses 2018

Angular/TypeScript certification

DISTINCTIONS

Co-author of 7 scientific publications

Lecturer in international conferences

5 graduate scholarships

3 Academic excellence awards