

Jonathan Lurie

Software engineer (C/C++ - Python - JS)

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Work Experience

Jun. 2016 – now

McGill University Neuro/MNI, Montréal (Canada), Software Engineer & imaging

Part of McGill Center for Integrative Neuroscience (MCIN, Alan Evans).
Software development, Medical image processing and visualization.

Tech: WebGL, ThreeJS, Javascript, Python, linear algebra

March 2015 – Jun. 2016

Initiation of **Duskr**, a family of softwares concerning photos and maps

Software design and coding of **Duskr Locate**, a geotagging app for Mac OSX
(available at duskr.co/locate)

Tech: NodeJS, Electron (former Atom Shell), Leaflet, Mapbox API, JS, CSS, AWS

Sept. 2011 – Dec. 2014

Thales, Toulouse (France), Software Engineer

Development of remote sensing softwares for Earth observation mainly in the context of Pleiades satellite mission (CNES, ESA).

Involving: image processing, Wavelet transform, algorithmic, programming, prototyping, R&D, GIS

Tech: C/C++, OrfeoToolBox/ITK, Python, IDL, Matlab, ENVI, Unix

Sept. 2010 – Aug. 2011

Gaiddon Software, Toulouse (France), Software Engineer

Toolbox development for aerial image processing, in order to “skin” Microsoft Flight Simulator with realistic ground surface.

Involving: image processing, algorithmic, programming, R&D, GIS

Tech: C/C++, Xcode, MacOSX, GIS softwares (Mainly OpenJump)

Mar. 2010 – Aug. 2010

CS Communication & Software, Toulouse (France), Software Engineer intern

Satellite image processing R&D: implementing spectral detection algorithm in order to classify site types (geological, ecological, industrial, etc.)

Involving: image processing, signal processing, statistics, state-of-the-art documentation

Tech: C/C++, OrfeoToolBox/ITK, CMake, Unix

Education

2008 – 2010

Master of bio-informatics

University of Fundamental and Applied Science, Poitiers, France.

Major: software engineering - **Minor:** medical image and signal processing

2007 - 2008

Licence of bio-informatics

University of Fundamental and Applied Science, Poitiers, France.

Major: software engineering - **Minor:** medical image and signal processing

Languages

<i>French</i>	Mother tongue
<i>English</i>	Fluent

Professional Skills

Team player
Familiar with Agility
Software architecture design
Implementing algorithms from scientific publications
Working with a large amount of data, with performance in mind
Writing technical documentation (user guides, cookbooks)
Writing bids response (technical part)
Transforming customer needs into software requirements

Technical Skills

<i>Programming</i>	C/C++, Python, Javascript, SQL, CSS, Java, Markdown
<i>Software Design</i>	Object Oriented Programming, UML designing, MVC Design pattern
<i>Image Processing</i>	WebGL, ThreeJS, OTB (OrfeoToolbox), ITK, OSGeo GDAL/OGR, OpenCV, PIL (Python Image Library), OpenGL
<i>Other Tools</i>	NodeJS, Electron (Former Atom Shell), Express (NodeJS), Leaflet, Mapbox API, wxPython, AWS, Git
<i>OS</i>	Mac OSX, RedHat/CentOS, Ubuntu, Windows

Activities And Interests

<i>CS Related</i>	Coding for graphical or cartographic purpose (image processing, generative design, map interaction) Electronics (prototyping, tinkering), Arduino
<i>Visual Art</i>	Photography, I am also interested in cartography and map design
<i>LinkedIn</i>	http://linkedin.com/in/jolurie
<i>More Info</i>	Personal website http://me.jonathanlurie.fr