

# Kristopher Lemieux

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## Experience

### Helm Operations

#### Part Time Developer

Sept 2022 – Jan 2023

📍 Victoria, BC

- Prototyped features that were demonstrated at conferences and trade shows to over 100 representatives from separate companies.
- Collaborated with product team to prototype client requested features in app to help win bids for large maritime companies.
- Aided in the integration of VueJS into legacy frontend architecture by altering and fixing foundational components.

### Helm Operations

#### Full Stack Developer Co-op

Jan 2022 – Sept 2022

📍 Victoria, BC

- Designed, developed, tested and implemented a feature that enables the saving filtering presets for a dispatching system.
- Created complex API endpoints, data and schema migrations to interact with the .NET backbone.
- Collaborated with senior engineer to design the technical specification for the overhaul of the advanced search feature.
- Designed end-to-end testing models to automate UI workflow testing.

### Island Temperature Controls

Jan 2021 – May 2021

#### DDC Graphics Developer Co-op

📍 Victoria, BC

- Designed graphical user interfaces for over 70 unique HVAC systems for the Department of National Defense Esquimalt base.
- Commissioned software packages by enforcing quality guidelines.
- Coordinated directly with technicians to improve design by ensuring accuracy and user experience.

## Projects

### Ground Support – UVic Rocketry

Sept 2022 – Present

- Presented project at Launch Canada 2023 conference to aerospace industry representatives resulting in awarded points to team.
- Designed micro-service architecture for future scalability.
- Oversaw a backlog, and assigned tasks during 3 week sprints to ensure member participation and deadline management.
- Using Figma, wireframed and implemented a highly configurable dynamic UI in ReactJS for real time data visualization.

### Flight Computer – UVic Rocketry

May 2021 – Aug 2022

- Acquired sensor readings and controlled multiple devices to aid in winning second place at Launch Canada 2022.
- Implemented the foundations of an object oriented design pattern to allow for simple abstraction of HAL features.
- Established a task backlog with goals and acceptance criteria, encouraging weekly progress from voluntary members and conducted skill development sessions for competency enhancement.

## Portfolio

For a more detailed account, checkout my CV website

🔗 [klemie.github.io/Portfolio/](https://klemie.github.io/Portfolio/)

🌐 [linkedin.com/in/krislemie/](https://linkedin.com/in/krislemie/)

## Positions



**UVic Rocketry**  
Avionics Co-lead  
Media Lead

Mar 2021 – Sep 2022

## Awards

**2nd** IEEE Kelly Manning Design Project Award

Nominated for JCURA research award

## Education



**University of Victoria**  
BSc in Computer Engineering 4th year

Sept 2019 – Present

## Languages

TypeScript



JavaScript



Python



C/C++



C#



## Technical Skills

VueJs

ReactJs

Git

REST

Figma

NodeJs

Jira

System Design