

Kristopher Lemieux

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Education



Computer Engineering – 4th year
University of Victoria, Victoria BC

Sept 2019 – Present

Technical Skills

Figma

JavaScript

TypeScript

Python

CSS

C/C++

C#

REST

MongoDB

System Design

ReactJs

VueJs

SystemC

Git

Experience

Helm Operations – Victoria, BC

Part Time Developer

Sept 2022 – Jan 2022

- Worked closely with the Product team to prototype customer facing features in app.
- Prototyped Implemented and maintained new components into VueJS framework.

Helm Operations – Victoria, BC

Junior Software Developer

Jan 2021 – Sept 2022

- Designed, Developed, Tested and implemented a feature that enables the dispatching system to save filtering presets.
- Created complex API endpoints, data, schema migrations to interact with a LINQ backbone.
- Contributed to Quality assurance efforts by identifying bugs and unexpected workflows.
- Worked with Sales and Product team to prototype customers ideas.

UVic Rocketry – Victoria, BC

Avionics and Media Lead

Mar 2021 – Sept 2022

- Reported data for 2nd place mission in solid COT's category at Launch Canada 2022.
- Standardized Sprint Scrum process for flight computer development.
- Grew Rocketry's social media presence.
- Created recruitment marketing strategies and organized fundraising events.

Island Temperature Controls – Victoria, BC

DDC Graphics Developer Co-op

Jan 2021 – May 2021

- Commissioned software packages by enforcing strict quality assurance guidelines.
- Designed HTML5 graphical user interfaces to control mechanical HVAC systems
- Coordinated with multiple departments to ensure accuracy and experience of interfaces

Projects

Ground Support – UVic Rocketry

Sept 2022 – Present

- Communicated with stakeholders to create clear requirements and timelines.
- Managed, prioritized backlog of tickets for a small team of developers.
- Using Figma, Wireframed and implemented dynamic UI real time for data visualization.
- Developed entity based backend structure to store a continuous stream of real time data.

Flight Computer – UVic Rocketry

May 2021 – Aug 2022

- Managed a team through agile development to meet timelines.
- Created use case and UML diagrams to onboard new members.
- Designed system requirements by communicating with all involved parties.
- Reviewed, and merged features through simulated and hardware integration tests.

Controls System – UVic Rocketry

Dec 2019 – May 2021

- Built a controls Graphical User Interface with Qt UI framework in Python.
- Configured OS, driver wiring and network connection to conduct tests on mechanical and software systems.
- Redesigned undocumented code base.

Food waste app

Sept 2019 – Dec 2019

- Designed a functioning web based app to demonstrate how technology can affect on food waste.
- Used HTML5, CSS, and JavaScript to produce an android app with phonegap and Cordova platform.
- Among 20 teams to be picked to get judged by industry professionals.

Hobbies

- Cycling
- Web development
- Painting
- Backpacking
- Climbing

Awards and Certifications

- Full Rutherford scholarship
- UVic entrance scholarship
- Honours with Distinction
- Emergency First aid CPR/AED Level C

Positions

- Rocketry Media Lead
- Rocketry Avionics co-lead

Competencies

Project and Task Management

- Planed and carried out projects with well-defined goals and outcomes.
- Mange between tasks between school, club admistation, club projects and cylcing.

Communication

- Wrote concise technical progress reports and presentations to inform project managers.
- Created presentations about rocket electrical and software systems for design reviews.