Louis Vichy
Developer

Strong drive to innovate the entertainment industry and inspire the next generation of proactive human being through new technology, story telling and design. Experimenting daily. Would parkour through a maze. Seeking Co-op opportunities for Summer 2017.

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www.github.com/louisgv ⚙

Work Experience

03/2016 - 08/2016   *Seattle, USA*
Hybrid Application Developer
Cumulonimbus Ltd
Robotic and cloud system startup
Tasks/Achievements
- Involved in the development of the Vega controller application
- Contributed to an internal inventory management system
- Technology: ROS, React.js, Mythril.js, Hapi.js, MongoDB, Node.js, Angular, Ionic, Cordova

01/2016 - 08/2016   *Seattle, USA*
Lead Web Application Developer
Swurveys
Data and analytic startup
Tasks/Achievements
- Involved in the development of the Swurveys Maker
- Optimized the Swurveys Taker
- Technology: Angular, SASS, Gulp, Node.js, AWS

08/2015 - 12/2015   *Seattle, USA*
Technical Founder
jabSquared
Mobile and web application consulting team
Tasks/Achievements
- Developed and shipped Univision Seattle's Event application
- Developed the Appointly/Cita scheduling system
- Developed and shipped 9 Billion
- Technology: Angular, Ionic, Cordova, Redis, CouchDB, PouchDB, MongoDB, Nodejs, Meteor

01/2013 - 09/2013   *Hanoi, Vietnam*
Technical Intern
FPT Group
Tasks/Achievements
- Involved in the development of a Vietnamese Natural Language Processing (NLP) model used in robotic
- Technology: C++, VoxForge, Hidden Markov Model Toolkit

Education

08/2016 - Present   *Expected: 2018*
Game Design and Development
Rochester Institute of Technology
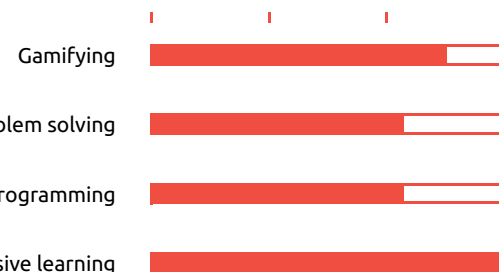
09/2013 - 06/2015   *3.92*
Dual Degree, Associate of Computer Science and Electrical Engineering
Green River Community College

Skills & Competences

Gamifying

Problem solving

Programming

Aggressive learning

Personal Projects

Verdandi (03/2016)
- A resume scanner that parses the data into a consumable Q/A API on Slack
- Technology: BotKit, Nodejs, AWS

Edia (02/2016)
- An AI powered startup idea analyzer
- Technology: Angular, Ionic, Nodejs, Watson API

Collab.club (02/2016)
- A crowd-sourced Q/A platform on top of Slack, with the ability to search existing Stack Overflow answer.
- Technology: BotKit, Nodejs, Google Search API, Stack Overflow API

Angry Flower Garden (12/2015)
- An asymmetric multiplayer VR game involving one Vive player versus 2 or more Xbox controller players on the same machine.
- Technology: Unity3D, Vive

Snowball Z (11/2015)
- VR Game where players charge snowball (Dragonball Z style) then shoot it at giant snowmen
- Technology: Unity3D, Oculus DK2

Achievements

Slack Grand Prize @Launch Hack (02/2016)

IBM Bluemix @Dub Hack (11/2015)

Cyanogen Profile Challenge (08/2015)

IBM Bluemix Grand Prize @Angel Hack (06/2015)

Dean's List (06/2015)

Codeday Auburn 1st Place (3/2015)

HogJam 1st Place (10/2013)

NTDV Best High School Software (09/2012)

Interests

Math | Sustainability | Digital Engineering | Game Design | Writing | Gamification | Extraterrestrial Life | Philanthropy | Artificial Inteligent