

# Remi Martel

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## WORK EXPERIENCE

August – January 2020  
contract

### Junior Programming Analyst

#### Université du Québec à Montréal (UQAM), Montreal

- Worked on remaking a VB script application in an ASP.Net Core web application with C# and razor.
- Made the whole application myself including the front end and backend including a unit testing layer and a modular data access layer to be reused in future .Net Core applications.
- Did some DevOps by deploying the app using Docker, Jenkins, and Kubernetes (K8s) into a CI/CD pipeline.

January – April 2019  
internship

### Software Engineering Intern

#### Canadian Space Agency, Saint-Hubert

- Develop a simulator of the ISS for Microsoft's HoloLens using Unity
- Implement an AMQP interface to animate a model of the ISS based on information from another simulator
- Develop a test bench for the AMQP interface

January – August 2018  
internship

### Programmer Analyst junior

#### Les Pros de la Photo, Montreal

- Develop new modules for the CMS (Umbraco)
- Maintain and add different pages on websites
- Test code quality

## EDUCATION

Sept. 2018 – Present

### Bac. In Software and Computer Engineering

#### Université du Québec à Montréal (UQAM) and École de technologie supérieure (ETS)

Université du Québec, Montreal

- Japanese course 1

2018

### DEC in Computer Science technology

Computer Science – Legacy to Mobile

#### Champlain College Saint-Lambert, Québec

- Honor letter for keeping my grades above 80% throughout my last two semesters

## KNOWLEDGE

### Programming Languages

C# (ASP.NET), Java, Cobol, SQL, Python

### Web Programming Languages

JavaScript (jQuery, Angular), PHP, HTML, CSS (Bootstrap, LESS), XML, JSON, JSP

### Development Platforms

Unity, Visual Studio, VS Code, Android Studio, JetBrains (IntelliJ, PhpStorm, PyCharm, ReSharper)

### Other

Git, CI/CD (Docker, Kubernetes, Jenkins), Linux, RabbitMQ, Protobuf

## IMPLICATIONS

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- Since 2016* **LAN Director (local network games) and Member of the Web Dev. Team Otakuthon**, Annual Anime Convention – [otakuthon.com](http://otakuthon.com)  
Palais des congrès, Montreal
- Plan and manage my department (tournament, inventory, installation)
  - Manage volunteers and organize teamwork
  - Setup the local network et fix technical problems

- Since July 2018* **Member of the Tech Support Crew and of the Logistics Crew Dreamhack**, Montreal – **LAN ETS**, Montreal  
eSports and video games Convention – [dreamhack.com/montreal](http://dreamhack.com/montreal) – [lanets.ca](http://lanets.ca)
- Diagnose network and electrical problems
  - Prevent theft and damage to equipment
  - Install local network and fix networking problems
  - Handle equipment and material distribution
  - Manage event's inventory

- January 2020* **Participation in the Global Game Jam**  
École de technologie supérieure (ETS)
- Creation of a video game in 48h. Link to the project: [globalgamejam.org/2020/games/hard-reset-5](http://globalgamejam.org/2020/games/hard-reset-5)
  - Platformer game entirely made with Unity (C#)