



Philippe David

Software Engineer

☐ Quebec City, Quebec, Quebec, CA

☐ English, French



BACKGROUND

☐ ABOUT

Creative, Curious, Dreamer, Ingenious.

☐ WORK EXPERIENCE

Software Development Manager,

Apr, 2019 - Jul, 2022 ☐ 3 years 2 months

FullStack, Mobile, DevOps.

- Developing, troubleshooting, analyzing, and testing software programs
- Assisting in the documentation of requirements
- Managing primary web development vendors
- Providing training to new hires
- Create operational manuals for users, clients, and team members
- Presenting ideas for development and improvement of the company's product
- Assisting in the development of software applications
- Determine the scope and expectation of software development projects
- Knowledge of Agile development methodologies
- Strong organization and time-management skills
- Strong verbal and written communication skills
- Keen attention to detail
- Ability to analyze problems and find solutions
- Collaborate with marketing teams, as well as direct partners in product, insights, and design to uncover the next growth opportunity within owned and new features



- Lead and manage a team of mobile, web and backend engineers through hiring, coaching, mentoring, feedback, and hands-on career development
- Grow a healthy, collaborative engineering culture in line with our Spotify values and build technical expertise amongst the team
- Effectively facilitate and bridge collaboration with cross-discipline partners to solve exciting and high-reaching problems
- Drive forward technical initiatives within your team, and look to introduce new opportunities by way of A/B testing
- Ensure the team has an established tech strategy and prioritization of tech excellence
- Cultivate agile methodologies and champion a culture of sustainable tech health

▣ **Lead Software Engineer,**

Apr, 2017 - Present

FullStack, React, Redux, React Native, DevOps.

- Leads teams of 2-4 people that develop, test, and fix defects in application software.
- Prepare work estimates and project schedules for all technical work for the projects within the team.
- Maintains expert knowledge on the systems and tools within the scope of the team's responsibility. Maintains expert knowledge of the business processes supported by the systems. Maintains expert-level knowledge of software development best practices, tools, and methodologies that are recognized throughout Information Systems.
- Oversee the advancement of projects
- Review, prioritize and execute development tasks in an independent manner
- Leads teams focused on quality and continuous improvement initiatives across business units within the company.
- Guide the other members of the team in their work and support them on a day-to-day basis, helping to problem solve any challenges that may arise
- Implement mobile application solutions
- Lead the mobile software development project
- Mentored junior Developer on their careers and technical abilities
- Maintain and update FullStack Web Apps
- Continuous Integration (CI)
- Continuous Distribution (CD)

Senior Android Developer,

Apr, 2015 - Apr, 2017 ▣ 2 years

YP Dine Android

- Strong knowledge of Android SDK, different versions of Android, and how to deal with different screen sizes
- Familiarity with RESTful APIs to connect Android applications to back-end services
- Strong knowledge of Android UI design principles, patterns, and best practices
- Experience with offline storage, threading, and performance tuning
- Ability to design applications around natural user interfaces, such as “touch”
- Familiarity with the use of additional sensors, such as gyroscopes and accelerometers
- Knowledge of the open-source Android ecosystem and the libraries available for common tasks
- Ability to understand business requirements and translate them into technical requirements
- Familiarity with cloud message APIs and push notifications
- A knack for benchmarking and optimization
- Understanding of Google’s Android design principles and interface guidelines
- Continuous Integration expertise
- Mentored junior Developer

Mobile Developer,

Jun, 2014 - Apr, 2015 □ 10 months

WhereCloud specializes in creating iPhone, iPad and Google Android apps that are state-of-the-art, user oriented and easy to use. Its products have been downloaded by more than 3 million users and have been included multiple times in the Apple App Store's "Featured Apps" section.

- Participate in team meetings to oversee the advancement of projects
- Review, prioritize and execute development tasks in an independent manner
- Guide the other members of the team in their work and support them on a day-to-day basis, helping to problem solve any challenges that may arise
- Implement mobile application solutions
- Working with designers and account managers on a variety of projects
- Provide on-site support for clients.
- Maintain and update Android Apps on the Google Play Store.
- Maintain and update Web Apps.
- Continuous Integration expertise

Mobile Developer,

May, 2013 - Sep, 2013 □ 4 months

The emergence of mobility offers an infinite range of possibilities, both in marketing and communication. The proximity facilitated by mobile technologies between a company and its customers allows the company to, in some way, be part of their lives.

- Participate in the creation new Android Apps.
- Write test for web services
- Maintain and update Android Apps on the Google Play Store.
- Maintain and update Web Apps.

Mobile Developer,

May, 2012 - May, 2013 □ 1 year

Quattrium specializes in motion tracking and analysis.

- Participate in the creation of the FWD Powershot, to measure hockeyers performance.
- Create software to record, visualize and extract raw sensor data.
- Integrate cloud technologies and services
- Android bluetooth communication
- Provide tech. support for new prototypes
- Create software documentation

□ PROJECTS EXPERIENCE

□ Vampire The Mascarade CMS, Le Projet

Jan, 2022 - Present

Vampire The Mascarade web application

Brumelance - LARP CMS, Brumelance

Oct, 2015 - Oct, 2018 □ 3 years

Custom CMS to manage LARP events. Transform a rulebook into a Web App.

□ SKILLS



Web Development

HTML5 CSS3 ES6 Babel esbuild NodeJS Ruby on Rails Django CoffeeScript React
React Native SQL NOSQL REST API GraphQL Bower PWA

Cloud Computing

Docker AWS AWS - S3 AWS - Route53 AWS - EC2 Heroku Heroku Dyno Heroku Postgres
Heroku REDIS Google Cloud Platform

Android

Java 1.8 Kotlin Flutter Android Studio Android Things Android TV Gradle Firebase NoSQL
Instant Apps BlueTooth Google Glass Daydream WearOS Google I/O 2014 Google I/O 2016
Google I/O 2017 Google I/O 2018 Google I/O 2019

iOS

Willing to learn Swift

Game Dev

C# Unity Unreal Engine Blender 3D Modelling 3D Rendering

Embedded

Arduino ESP32 Soldering C++ IoT

EDUCATION

Software Engineering, Bachelor, École de Technologie Supérieure

Sep, 2010 - May, 2015

Information Systems, Collegiate, Cegep de St-Hyacinthe

Sep, 2006 - Sep, 2010

AWARDS

2nd Place, Coveo Blitz 2014 , Coveo Inc

Awarded on: Jan 11, 2014

24h Developer Contest.

5th Place, CS Games 2013 , CS Games

Awarded on: Mar 23, 2013

The Computer Science Games are a collegiate competition that includes challenges from all aspects of computing.

VOLUNTEER WORK

Speaker, Co-Organizer, GDG Montreal Android



Apr, 2017 - Present

Organise, present, teach and promote Android development.

President, [AppLETS](#), [mobile engineering](#)

May, 2013 - May, 2014

Organise a group of student in software engineering, to design, develop and distribute modile apps on a variety of mobile plateforms.

VP Promo, [CS Games](#)

Jan, 2014 - Mar, 2013

The Computer Science Games are a collegiate competition that includes challenges from all aspects of computing. The Games are a weekend long thrill ride with logic puzzles, difficult algorithms, intense video game competitions, social activities, and of course, programming. Organized by students from different university every year, the CS Games is open to all undergraduate students. Teams are composed from 7 to 10 skilled people, each participating in multiple simultaneous challenges.