

# PHILIPPE GARNEAU

## Software Developer

+1 514 802-4018

github.com/pgarneau

garneau.me

philippe@garneau.me

linkedin.com/in/pgarneau

Montreal, Canada

## EXPERIENCE

### Online Developer

#### Ubisoft - Rendez-Vous

Jan 2017 - April 2017 Montreal, Canada

- Development of BDD style End to End tests through Robot Framework
- Continued development on a command line interface to be used by the End to End tests
- Integration of the End to End tests into a web portal for better visualization of test results and easier test launching

### Online Developer

#### Ubisoft - Rendez-Vous

May 2016 - Aug 2016 Montreal, Canada

- Development of RESTful web services for multiple triple-A game productions using Django, MySQL and Python
- Developed and unit tested a command line interface to automate calls to a web service using Python
- Developed multiple python packages for the Ubisoft ecosystem
- Added features and fixed bugs for an internal web portal using Angular

### Technical Support

#### National Bank of Canada

Oct 2014 - Jul 2015 Montreal, Canada

- Supported all levels of employees at the bank
- Part of the Correspondant Network support team. The Correspondant Network are paying clients using the investment tools of the bank
- Member of multiple support teams for projects in development

## SUMMARY

I'm a fast learning tech enthusiast looking for challenges. Passionate about computer science and software architecture.

My strongest skills are in back end development, but I'm eager to learn more about front end development and project management.

## EDUCATION

### B.Eng Computer Engineering

#### Sherbrooke University

2015 - 2019 Sherbrooke, Canada

- Co-op program

### Pure and Applied Sciences

#### Collège André-Grasset

2013 Montreal, Canada

## LANGUAGES

### French

Native



### English

Native



### Spanish

Beginner



# PROJECTS

## Mission Impossible

- Development of a RESTful API with Java Servlets
- Communication between multiple Raspberry Pis using WebSockets and HTTP calls over a LAN
- Development of GPIO libraries to connect lasers and photoresistors to the Raspberry Pis
- Use of Agile Scrum methodology

## Pac-Man Remastered

- Project manager for a 9 person team
- Development of a Pac-Man game from scratch using C++ and Qt
- Integration of voice generated signals into game controls
- PCB design
- Use of Agile Kanban methodology

## Robot-Jouet Contest

- Project manager for an 8 person team
- Worked with RFID technology
- Arduino programming
- C programming for the robot
- Use of Agile Kanban methodology

## Blackjack The Game

- Python programming
- Development of a visually appealing UI

# TECHNOLOGIES & SKILLS

## Back End

Python

Java

Golang

C++

## DevOps

Kubernetes

Docker

Robot Framework

End to End Tests

## OS

Windows

OS X

Linux

## Front End

HTML

CSS3

JavaScript

AngularJS

jQuery

## Databases

SQL

MongoDB

Redis

## Other

Git

SVN

TDD

JIRA


JSON

YAML

# INTERESTS

 Video Games

 Music

 Trading

 Scuba-Diving