

PHILIPPE GARNEAU



Software Developer

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EXPERIENCE



Online Developer

Ubisoft - Rendez-Vous

-  Jan 2017 - April 2017
-  Montreal, Canada
- Development of BDD style End to End tests through Robot Framework
 - Reduced QA time by 35%
 - Continued development on a command line interface to be used by the End to End tests
 - Ownership of the command line interface project requiring important design decisions for future proofing, minimizing API breaks and performance
 - Integration of the End to End tests into a web portal for better visualization of test results and easier test launching
 - Promoted the use of the command line tool as a production tool to clients



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, passionate about computer science and software architecture. I'm continually looking for new challenges both inside and outside of my field.


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

Microgame (in progress)

- Development of a simple game with a micro-services architecture
- Development of a RESTful API using Golang
- Use of Docker containers to simplify a future migration into Kubernetes
- Use of a containerized PostgreSQL database
- Heavy use of makefiles in order to simplify deployments

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

TECHNOLOGIES & SKILLS

Back End

Python

Java

Golang

C++

DevOps

Docker

Kubernetes

Robot Framework

End to End Tests

OS

Windows

OS X

Linux

INTERESTS

 Scuba-Diving

 Trading

 Music

 Video Games

Front End

HTML

CSS3

JavaScript

AngularJS

jQuery

Databases

SQL

MongoDB

Redis

Other

Git

SVN

TDD

JIRA

JSON

YAML