

PHILIPPE GARNEAU

Software Developer

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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

B.Eng Software Engineering

Concordia University

2013 - 2014 Montreal, Canada

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(Beginner) Docker(Beginner) Robot Framework

End to End Tests

OS

Windows OS X Linux

INTERESTS

 Video Games

 Music

 Trading

 Scuba-Diving

Front End

HTML(Beginner) CSS3(Beginner) JavaScript(Beginner)

AngularJS(Beginner) jQuery(Beginner)

Databases

SQL(Beginner) MongoDB(Beginner) Redis(Beginner)

Other

Git SVN TDD JIRA JSON YAML