

# PIERRE-OLIVIER TROTTIER

(438) 862-2920 • [p\\_tro@live.concordia.ca](mailto:p_tro@live.concordia.ca) • Dorval, Québec, Canada  
[ca.linkedin.com/in/po-trottier](https://ca.linkedin.com/in/po-trottier)

## SUMMARY OF SKILLS AND QUALIFICATIONS

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**Operating Systems** | Windows 7 • Windows 8/8.1 • Windows 10 • Unix (macOS) • Linux (Arch Linux)

**Applications** | Microsoft Office: Word • Excel • PPT • Visual Studio • Eclipse • JetBrains Rider • GIT

**Programming** | C++ • C# (WPF & WinForms) • Java • Groovy • Python

**Other** | Adobe CC: Photoshop • Illustrator • Premiere • After Effects • Ableton Live • Blender (Beginner)

**Languages** | French (Spoken & Written) • English (Spoken & Written) • Spanish (Beginner, Spoken & Written)

**Licenses & Certifications** | Valid driving license

## EDUCATION

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**Bachelor of Engineering – Software Engineering (CO-OP)** **2017-2021 (Expected)**

Concordia University, Montréal, QC

- Relevant Courses: Programming Methodology I (C++) • Programming Methodology II (C++) • Computer Organization and Software • Math for Computer Science • Principles of Programming Languages

**DEC in Sciences** **2015-2017**

John Abbott College, Sainte-Anne de Bellevue, QC

## PROJECTS

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**Coding of many smaller and bigger programs (Academic & Personal Projects)** **2016-present**

Concordia University, Montréal, QC

- Creation of a command line Tic-Tac-Toe game (C#)
- Creation of a hotel room management program (C++)
- Creation of a graph plotting program (C++)
- Technical knowledge used: C# language, C++ language, Visual Studio, Eclipse

**Freelance Graphic Design (Personal Project)** **2017-present**

- Designed [logos](#) for many companies
- Designed a [website](#) for a company
- Created some video intros for companies ([Motion Graphics](#))
- Technical knowledge used: Adobe Illustrator, Adobe Photoshop, Adobe After Effects, Blender

**Music Production (Personal Project)** **2011-present**

- Produce, mix and master [songs](#)
- Published songs on popular [streaming services](#)
- Technical knowledge used: Ableton Live, Fruity Loops Studio

## WORK EXPERIENCE

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### Software Developer for Advanced Instrumentation

Winter 2019

Olympus NDT, Québec, Québec

- Worked on an SDK used by system integrators
- Used a combination of sciences and programming
- Built an automated Jenkins pipeline to build and test solutions
- Developed some automated unit tests
- Technical knowledge used: Jenkins (Pipeline Tool), GIT (GitLab), BugZilla, Jama, Jira

### Tools Programmer on Assassin's Creed

Summer 2018

Ubisoft, Montréal, Québec

- Experienced large-scale projects and solutions
- Worked with a multi-disciplinary team: Technical Directors, Technical Artists, Technical Architects, etc.
- Learned advanced debugging techniques
- Hands-on experience with real industry programming
- Had to create complete features on my own
- Technical knowledge used: Visual Studio 2015 and 2017, JetBrains Rider, JetBrains dotPeek
- *Letter of Recommendation available on request*

### Development Tester on Assassin's Creed Origins

Summers 2015, 2016, 2017

Ubisoft, Montréal, Québec

- Ensured a high-quality game standard via rigorous testing
- Took initiatives and did my own research when I needed specific information
- Technical knowledge used: Game Engine, JIRA, Confluence, SharePoint, Perforce (VCS)

### Team Member (Cook)

May 2015-April 2016

McDonald's, Dorval, Québec

- Work under tight time restrictions (work under pressure)
- Learned to be very punctual
- Worked on my organization skills

## INTERESTS

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### Programming

I like constantly learning about new programming languages and techniques.

### Technology

I love reading about new and upcoming technology, whether it be computers, cameras, smartphones, etc. Anything that has to do with modern technology is a passion of mine.

### Graphic Design

Discovering new different graphic design techniques and software is very stimulating for me.

### Sports

I have been engaged in high-level competitive sports since I was young, and I still play hockey today.

### Music

Producing and listening to music has been a passion of mine for a very long time. I also love to DJ.