PIERRE-OLIVIER TROTTIER

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SUMMARY OF SKILLS AND QUALIFICATIONS

Operating Systems │ Windows • Unix (macOS) • Linux (Debian)

Applications │ Microsoft Office • Visual Studio • JetBrains Suite • GIT

Programming │ C++ • C# (WPF & WinForms) • Java • Groovy • Python • HTML • JavaScript (VueJS)

Other │ Adobe Photoshop • Adobe Illustrator • Adobe Premiere • Adobe After Effects • Ableton Live

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

Licenses & Certifications │ Udemy VueJS Certification • Udemy Flutter Certification • Valid Driving License

EDUCATION

Bachelor of Engineering – Software Engineering (CO-OP) **2017-2022 (Expected)**

Concordia University, Montréal, QC

- Relevant Courses: Programming Methodology (C++) • Computer Organization and Software (Assembly) Principles of Programming Languages (Multiple Languages) • Data Structures and Algorithms (Java)

DEC in Sciences **2015-2017**

John Abbott College, Sainte-Anne de Bellevue, QC

PROJECTS

Development of many smaller programs & algorithms (Academic & Personal Projects) **2016-present**

Concordia University, Montréal, QC

- Creation of multiple optimised specialized algorithms (Java)
- Creation of a VueJS CLI template (JavaScript & VueJS)
- Creation of a graph plotting program (C++)
- Technical knowledge used: Visual Studio, JetBrains IntelliJ, JetBrains Webstorm

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

- Designed logos for many companies
- Designed a website for a company
- Created some motion graphics for companies (Motion Graphics)
- Technical knowledge used: Adobe Illustrator, Adobe Photoshop, Adobe After Effects

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

Full-Stack Developer at ChargeHub   **Fall 2019**

Mogile Technologies, Kirkland, Québec

- Worked on creating a new website from scratch
- Setup automated pipelines and tests for the repositories used inside the company
- Technical knowledge used: SQL, JavaScript, NodeJS, VueJS, Google APIs

Android Developer at ChargeHub   **Summer 2019**

Mogile Technologies, Kirkland, Québec

- Worked on the native Android ChargeHub application
- Optimized many algorithms and processes
- Technical knowledge used: BitBucket (Pipeline + VCS), Firebase, Parse Server

SDK Developer for Advanced Instrumentation Solutions   **Winter 2019**

Olympus NDT, Québec, Québec

- Used a combination of sciences and programming
- Built an automated Jenkins pipeline to build and test solutions
- Test-Driven development (Developed automated unit tests)
- Technical knowledge used: Jenkins, GitLab, BugZilla, Jama, Jira

Tools Programmer on Assassin's Creed   **Summer 2018**

Ubisoft, Montréal, Québec

- Worked with a multi-disciplinary team: Technical Directors, Technical Architects, etc.
- Learned advanced debugging techniques
- Created an Automatic Backup solution for pending changes
- Technical knowledge used: Visual Studio, JetBrains Rider

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)

INTERESTS

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.