ROMAIN GRÉGOIRE
SOFTWARE ENGINEER

About

I have a wide range of interests at all levels of the stack, from electronics & OS programming up to language parsing & UI/UX dev. I value simplicity above all other qualities in programming. I also have an eye for web design, as demonstrated by this document.

Contact

EMAIL
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PHONE
(514) 778-1580

LOCATION
Montréal (Qc)

GITHUB
https://github.com/romgrk

Skills

- NODE.JS
- REACT
- C/C++
- RUST
- PYTHON
- ASSEMBLY
- JAVA

Languages

FRENCH Excellent
ENGLISH Excellent
SPANISH Good

Education

2012–2013 — Classes in Software Engineering
École de Technologie Supérieure

2009–2014 — DEC, Comp. Sc. & Mathematics
Collège de Maisonneuve

Experiences

2021–now — Comparative
Senior Software Engineer
Creation of a performance-focused analytics database in C++, and of an Express/React SaaS platform, including integration & unit testing. Designing the architecture of our servers & our devops/orchestration processes.
C++, Typescript, NodeJS, React, Cypress, Jest

2017–2021 — Canadian Center for Computational Genomics (McGill)
Full-stack Developer
Creation of web apps and CLI tools for research projects in bioinformatics & genomic analysis. Architecture & development of a lab management software to track samples. Deployment of software on HPC clusters (CalculQuébec).
NodeJS, Python, C, PostgreSQL

2016–2017 — Objectif Lune
Solutions Developer
Creation of web and mobile apps (frontend and backend) with the in-house development products.
React, NodeJS, Apache Cordova, Mobile

Open-source projects

node-gtk
github.com/romgrk/node-gtk
GTK+ bindings for NodeJS, via GObject introspection
C++, JavaScript, V8, GLib

pg_fzy
github.com/romgrk/pg_fzy
A native C extension for the PostgreSQL database, to use the FZY algorithm
C, PostgreSQL

web-toolkit
github.com/romgrk/web-toolkit
A web UI framework based on GTK's Adwaita theme
JavaScript, React

physic_engine
github.com/romgrk/physic_engine
A 2D physic simulator for solid objects and handling collisions, gravity, friction, etc.
Java, XML