

# Thomas Boily

64 ave. Fontenay, Lorraine, QC | (514) 604-1379 | [thomas.boily98@gmail.com](mailto:thomas.boily98@gmail.com)

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## **Profile**

- Great learning skills
- Strong leadership
- Communication skills
- Great creativity

## **Education**

### **Baccalaureate in Software Engineering**

Polytechnique, Montréal

Intended grad: May. 2023

### **CEGEP in Computer Science and Mathematics**

College Lionel-Groulx, Sainte-Thérèse

## **Computer skills**

- C# , C++, Java, Js, Python
- MEAN web stack
- Github, Jira
- Android Studio (Kotlin)
- Unity, Unreal
- Postman

## **Personal projects**

- Website, WebApp building & digital marketing.
- Endless runner game at PolyGames game jam 2019.
- Paquet Buveur App. Mobile game available on the Android Play store.
- Image recognition program using Tensorflow.
- Build of thermostat and intelligent solar panel with Arduino

## **Work experience**

### **Warner Brothers Montreal**

Central Game Tech Engineering Intern

Summer 2020-21

- Optimized particle generation algorithms
- Worked on an automated continuous integration platform
- Connect Web platform with SQL, Jira and TeamCity

### **Spordle Software Company**

Software Engineering Intern

May-August 2019

- Web development
- Development of a knowledge base web environment to reduce IT requests.

## **Sports (Hockey)**

Member of Team Quebec at Eastern Canada Cup

2018

QMJHL Draft pick

2015