Thomas Boily

917 Boul. Saint-Joseph, Montreal, QC | (514) 604-1379 | thomas.boily98@gmail.com

Profile

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

Education

Baccalaureate in Software Engineering   Intended grad: May. 2023
Polytechnique, Montréal

CEGEP in Computer Science and Mathematics
College Lionel-Groulx, Sainte-Thérèse

Computer skills

- C# , C++   - Android Studio (Kotlin)   - Unity, Unreal
- MEAN Stack   - API, Postman   - Git, Jira

Projects

- Drawing Social Media App, desktop and Android.
- Cloudhotel: Web development and hosting company.
- Endless runner game at PolyGames Game Jam 2019 using Unity.

Work experience

EzShop   Summer 2022
Full-Stack Developer

- Developed a full-stack Shopify third-party application
- Developed app using Angular and Bootstrap
- Developed server and microservices using Nodejs and Express
- Integrated the Shopify and Lightspeed API with design patterns
- Secured app with OAuth and solved OWASP security issues
- Deployed app using Azure

Warner Brothers Montreal   Summer 2020 & 2021
Central Game Tech Engineering Intern

- Optimized particle generation algorithms
- Worked on an automated continuous integration platform
- Connect Web platform with SQL, Jira and TeamCity
- Onboard other Warner Brothers studios on the CI platform

Spordle Software Company   May-August 2019
Software Engineering Intern

- Frontend development of websites and web apps
- Development of a knowledge base web environment to reduce IT requests.