**Education**

**Bachelor of Software Engineering, Engineering Internship Program June 2017**

*McGill University, Montreal, QC*

Edgar R. Parkins Scholarship, McGill University

**Languages**

English (native), French (professional fluency)

**Technical Skills**

**Programming Languages**: Java, C, C++, Erlang, MIPS assembly

**IDEs:** Visual Studio, Eclipse, Netbeans, CodeBlocks

**Numerical Software**: LabView, MATLAB, Mathematica

**Simulation Tools**: SIMULINK, SPICE, NI MAX, LogicWorks

**Publishing Software**: Adobe InDesign, CorelDraw, MS Office Suite

**Internship Experience**

**Developer Intern May 2016 – September 2016**

*Ericsson, Montreal, Canada*

* Coded in C/C++, Java and Erlang, comprehensively developed software for the IMS system under the direct supervision of the senior developer
* Contributed to content creation as a technical writer for design documentation and component description
* Methodically utilized case modeling during system design and implementation to demonstrate thorough comprehension of stakeholder requirements
* In a team of 3, wrote detailed test specifications, developed test software, and ran comprehensive tests in a functional level for the IMS system

**Project Management Assistant Intern (Games/Animation) May 2015 – September 2015**

*Ubisoft, Montreal, Canada*

* Supported the Operation Manager in optimizing relationships with external vendors and rapidly developed an understanding of internal outsourcing processes
* Liaised with Node Project Managers and internal departments (IT, HR, Finance, and Administration) to provide a functional share service to the Node team
* Diligently coordinated with internal departments to systematize standard information of vendors, track their status, and manage the contract and timely payment of each vendor
* Worked in close collaboration with the IT department to monitor security audits of each vendor and produced a routine report for the Operation Manager

**Engineering Projects**

**Microsoft ImagineCup Competition 2015 January 2015 – July 2015**

*Montreal, Canada & Warsaw, Poland*

Finalist in the Embedded Systems category

* In a team of 5, developed a highly functional user-interface for the establishment of a greenhouse in a developing country
* Utilized Visual Studio in C# to create a sophisticated program for an automated greenhouse embedded system complete with a function for metric analysis

**Design of an Autonomous Search-and-Recover Robot (Java; Eclipse IDE) September 2014 - December 2014**

*McGill University, Montreal, Canada*

Placed **1st** in the design competition

* In a team of 3, developed hardware and software subsystems for system integration within the robot structure.
* Optimized algorithm efficiency for real-time performance on an embedded system
* Coordinated with teammates to organize project logistics such as time, budget, resources, and individual contributions