CO-OP

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)

Concordia University, Montréal, QC

Principles of Programming Languages (Multiple Languages) • Data Structures and Algorithms (Java)

DEC in Sciences

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 <u>website</u> 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 <u>songs</u>	
 Published songs on popular <u>streaming services</u> 	
Technical knowledge used: Ableton Live, Fruity Loops Studio	



2017-2022 (Expected)

2015-2017





WORK EXPERIENCE

Full-Stack Developer	at ChargeHub	Fall 2019
Mogile Technologies,	Kirkland, Québec	
Worked on creati	ing a new <u>website</u> from scratch	
Setup automated	pipelines and tests for the repositories used inside the com	pany
Technical knowle	dge used: SQL, JavaScript, NodeJS, VueJS, Google APIs	
Android Developer at	ChargeHub	Summer 2019
Mogile Technologies,	Kirkland, Québec	
Worked on the na	ative Android ChargeHub application	
Optimized many	algorithms and processes	
Technical knowle	dge used: BitBucket (Pipeline + VCS), Firebase, Parse Server	
SDK Developer for Ad	lvanced Instrumentation Solutions	Winter 2019
Olympus NDT, Québeo	c, Québec	
Used a combinati	ion of sciences and programming	
• Built an automate	ed Jenkins pipeline to build and test solutions	
Test-Driven deve	lopment (Developed automated unit tests)	
Technical knowle	dge used: Jenkins, GitLab, BugZilla, Jama, Jira	
Tools Programmer on	Assassin's Creed	Summer 2018
Ubisoft, Montréal, Qu	ébec	
Worked with a m	ulti-disciplinary team: Technical Directors, Technical Archited	cts, etc.
Learned advance	d debugging techniques	
Created an Autor	natic Backup solution for pending changes	
Technical knowle	dge used: Visual Studio, JetBrains Rider	
-	on Assassin's Creed Origins	Summers 2015, 2016, 2017
Ubisoft, Montréal, Qu		
	uality game standard via rigorous testing	
	nd did my own research when I needed specific information	
lechnical knowle	dge used: Game Engine, JIRA, Confluence, SharePoint, Perfo	orce (VCS)
INTERESTS		
Technology	I love reading about new and upcoming technology, w smartphones, etc. Anything that has to do with modern term	• •
Graphic Design	Discovering new different graphic design techniques and se	oftware is very stimulating for me.
Sports	I have been engaged in high-level competitive sports since today.	e I was young, and I still play hocke

MusicProducing and listening to music has been a passion of mine for a very long time. I also love to
DJ.