MATHIEU TREMBLAY

SOFTWARE ENGINEER

CONTACT

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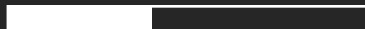
CODING

C#

JAVA

PYTHON

C/C++

PHP

JAVASCRIPT

SOCIAL

Find me on social networks and at
www.mathieu-tremblay.com"

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EDUCATION

École Polytechnique de Montréal — 2013 - 2017
Sofware Engineering (Multimedia)

Artificial intelligence, compilers, software development processes, operating systems, computer graphics with OpenGL, networking, video game development.

Collège Lionel-Groulx — 2011 - 2013
Computer sciences and Mathematics

C# programming, video game development, computer graphics with XNA.

WORK EXPERIENCE

SOFTWARE ENGINEER INTERN @ MICROSOFT
MAY 2015 - AUGUST 2015

Worked in "The foundry" in Vancouver using the Orleans Framework (Actor Model) and Unity 3D to create a cloud based video game. Worked on a Windows Phone application using the Microsoft Band.

ANDROID DEVELOPER @ VENUEPARKING
JUNE 2014 - MAY 2015

Developped an Android Application from scratch for a valet parking service.

PROJECTS AND PRIZES

3rd school project (Expanding existing code) — 2016
Designed and developed server architecture of the project.

Meanfilter (ConUHacks) — 2016
Won best use of the NLU API from Nuance to filter negative tweets.

2nd school project (Video game development) — 2015
Windows Forms UI interacting with C++ (Open GL) game

3rd place Business Category in //oneweek — 2016

1st school project (Software-hardware project) — 2014
Building two robots to work together to complete an obstacle course.

Mobile game development using Unity 3D — 2013-2015
Released 5 mobile video games for #DevMov

The Slenderman (Video game remake) — 2013
Responsible for AI, map generation, collisions and shaders.

SCHOOL IMPLICATION

STEP & CEGL @ POLYTECHNIQUE MONTREAL
Maintaining the student's servers and organising events for the software engineering students organisation.