

Gabriel Dubois

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SKILLS

Operating Systems | Windows | MacOS | Mobile

Applications | Microsoft Office | Postman API | Unity | Unreal Engine | Visual Studio | Visual Studio Code

Programming Languages | Java | C# | C++ | JavaScript | TypeScript | HTML | CSS | PHP | Python

Frameworks | Angular | React | Selenium

Databases | MySQL |

Other | Git • 3D Modelling • YouTube

Languages | French | Spoken & Written - English | Spoken & Written - Spanish | Spoken & Written

EDUCATION

Bachelor of Engineering – Software Engineering Co-op **2021 - 2025 (Expected)**

Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Relevant Courses:
 - ❖ Object-Oriented Programming II
 - ❖ Web development
 - ❖ Data structure and Algorithms
 - ❖ Principles of Programming Languages

DEC in Pure and applied Sciences **2021**

Champlain College, St-Lambert, QC

WORK EXPERIENCE

Software Developer (Internship) **Fall 2022**

iBwave Solutions Inc, Montréal, QC

- Designed dozens of automated tests to monitor the health of the Unity and Angular solutions.
- Created API call methods that send project properties and verify their content.
- Reported and fixed critical security issues from the server-side.
- Developed features optimizing the navigation of the solution.
- Applied Agile and Scrum methodologies for project management

Core Competencies: C#, Selenium, TypeScript, Angular, Postman API

Waiter - Vertigo **2021-2022**

Groupe Zibo!, Brossard, QC

- Interacted with around 50 customers per day in a fast-paced environment, giving recommendations based on available options
- Maintain the rhythm throughout the day by using effective communication, self-organization, and task-oriented decision-making.

PROJECTS

Game in Unreal Engine / Personal

2022

- World design with Quixel Bridge, landscape manipulation, foliage, and Water experimental lakes and rivers
- Optimization through Cull distance, asset density optimization, and Nanite system
- Developed game mechanics and materials interactions using C++ and Blueprints

Core Competencies: C++, Unreal Engine, Game optimization

Discord Bot / Hackathon

2022

- Created a discord bot in python using Discord.py
- Implemented a system where the users can create an account and have variables stored at their id.
- Developed minigames where players can play against others or against the bot (via probabilities)

Core Competencies: Python, Discord.py, Soft-Skills

Online Grocery Website / Academic

2022

- The goal of this project was to create, in teams of six people, an online grocery store webpage to display the skills acquired in web development.
- My main contribution in the project is the whole design of the website, the apparition of the sections with the press of a button, as well as its overall responsiveness on different screen sizes.
- <https://fifty-ten.herokuapp.com>

Core Competencies: CSS, HTML, PHP, JavaScript

Portfolio / Personal

2022

- The goal of this project was to create a portfolio illustrating the skills I acquired and will acquire by displaying the information using grids.
- Webpage in HTML and CSS (as well as Javascript for the functionality of the sidebar)
- <https://gabriel-dubois.netlify.app/index.html>

AWARDS & DISTINCTIONS

Concordia X EngComm (#2)

Oct 2021

Given a specific case, a team of 4 (two engineer students and two commerce students) had to design a viable solution in terms of physical and economic feasibility and present it to a team of judges.

Concordia Englympics (Participation)

Nov 2021

Design an AI recognizing different shapes on a sheet of paper. In teams of 4, we had to feed images to an algorithm to later make it associate a drawing to a shape, using Java.

INTEREST

- Personal finances
- Investments
- Mentoring / Being mentored
- Travel
- Listening to music
- Being stuck in League of Legends