Alexis Giguère-Lebel

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Expertise domains :
 Software Development – Web & DBs – Signal Processing
 Desktop App – Applied Mathematics – Image Recognition

Operating languages :
 Français - English - 日本語 (intermediate)

Work Experiences

Lattice Semiconductor / Mirametrix - Montréal
C++ / Python / Go devlopper for a FPGA simulator used
to run various *artificial intelligence* recognition models.

job
2023 – 2024

Mirametrix - Montréal
Python & C++ devlopper for *Glance*, a facial recognition software
integrated to all Lenovo computers as well as other manufacturers.

intern
2022

Autodesk - Montréal
Software devlopper on *Usability* AGILE team in C++, Qt and
OpenGL for the professional movie editing software *Flame*.

intern
2021

INEDI - Terrebonne
Unreal software designer for the online multi-user virtual
platform *XPORT VR*, and other VR projects with *HoloDEC*.

intern – job
2020 – 2023

Guardian Microsystems inc. - Montréal
Web and apps software programmer.
*Notable use of **Go**, **C#**, **PostgreSQL** and **more***

job
2019 – 2020

Impromptu Studios - Sherbrooke
Co-founder of a mini Unity videogame studio overseen by
the University of Sherbrooke and Desjardins Enterprises.

startup
2020 – 2021

Formation

University Studies
Bachelor's Degree in Computer Science
Image Processing and Digital Media
 Université de Sherbrooke - Sherbrooke

coop
2019 – 2023

Collegial Studies
DEC in Informatics and Mathematics Sciences
 Lionel-Groulx College - Ste-Thérèse

2017 – 2019

Languages			Systems			Engines	Others		
C++	- Golang -	Python	Linux	-	bash	Unity	Qt/Qml	-	CMake
C#	- Java/Kotlin -	OpenGL	Windows	-	cmd	Unreal	Git	-	RegEx
HTML	- CSS -	JS/TS	Docker	-	WSL	Godot	LaTeX		
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Achievements

> Complete website making for circus services using **HTML/CSS/JS**
> → https://cirkanime.com

2024

> Launching of a personnal website made with **HTML/CSS/JS**
> → https://alexisgl.site

2024

> Creation of a **C++** software that extracts musical notes
> from an audio input in order to generate a MIDI file

2023

> Fledging and teaching of an **Unreal C++** class
> for students of the André Grasset College

2023

> Publication of an **Unity** game on the App Store and Play Store

2023

> Grand winner of the Eidos Sherbrooke Game Jam
> and publication of the **Godot** game on itch.io

2022

> Built an Android app using **Docker**, **Kotlin**, **Go**, Google Maps API and Firebase

2021 – 2022

> Making of a business plan (BMC), obtaining financing
> and full conception of a Virtual Reality game with **Unity**

2020 – 2021

> Participation at the *PolyGames* Game Jam

2020

> Websites and databases set up in a professional context
> using **HTML/CSS/JS**, **Postgres**, **MSSQL** and **Go**

2020

> Making of a LAN soccer game using **Unity** as a final collegial studies project

2019

Social involvement (Volunteering)

WWOOF - Ōita, Japan
Various voluntary farm work in complete immersion among a
japanese family, with jobs like yuzu collecting duties, and others
+ Orchestration of a small team of workers

2024

SODAM - Mascouche
Making of numerical content (Web & Media)

2017 – 2021

SODAM - Mascouche / Terrebonne
Festivals and multiple events setup

2011 – 2020

AFEAS - Mascouche
Creation of numerical-based and paper-based promotional tools

2015 – 2018

Values and qualities

> Versatile
> Perseverant
> Resourceful

> Courteous
> Honest
> Ingenious

> Meticulous
> Reliable
> Collaborative

Hobbies

Bass -– Snowboarding -– Drawing -– Coding -– Music