

David Lareau
Ottawa (Ontario)
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Education

Master of Applied Science in Biomedical Engineering

University of Ottawa, Ontario, 2011 (2 years)

- Thesis: Haptic Image Exploration.
- Involved Image Processing, 3D Graphics, Haptics (touch), Real-Time Computing, C/C++, Java.

Honours Bachelor of Computer Science CO-OP

University of Ottawa, Ontario, 2006 (4 years)

- Graduated Summa Cum Laude (DGPA: 93%, CGPA: 87%).
- Honours: Platform-independent layer for Input, Audio and 2D Graphics.

Computer Engineering Technology CO-OP

La Cité collégiale, Ottawa, Ontario, 2002 (3 years)

- Graduated with Great Honours (CGPA 98.25%).

Skills

- **9 years** of experience in programming jobs.
- **18 months** of experience as a teaching assistant and substitute professor.
- Very strong knowledge of **C/C++** and **Java**.
- Loves working in team with **git**, but can also work with svn and cvs.
- Expert in **image processing, 2D and 3D graphics** and **OpenGL**.
- Professional experience with mobile platforms (**Android, iOS, J2ME, Brew**).
- Worked with many web technologies (**WebGL, javascript, XSLT, HTML, CSS, PHP, ASP**).
- Used various relational database with **SQL**.
- Capable of designing special purpose data structure and algorithms.
- Competent with the **Python** and **Ruby** scripting languages.
- Familiar with many game development framework and libraries like **Unity, LibGDX** and **SDL**.
- Experienced with **Eclipse, the GNU toolchain, Xcode** and **Microsoft Visual Studio**.
- I am a **Linux** user, but I can also work with **Mac OS X** and **Windows**.
- Fluent in **English** and **French**.

Personal Interests

- Try new technologies through personal programming projects like game demos and tools.
- Publish small video games (http://twitter.com/gamer_lips).

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Work Experience

QNX, Ottawa, Ontario

OS Kernel Developer, 2015-05 to present (6+ months)

- File Systems, 64-bit compatibility and general kernel work.

Fuel Industries, Ottawa, Ontario

Software Developer, 2012-12 to 2015-04 (2.5 years)

- Develop cross-platform libraries for iOS and Android game development.
- Write games for clients using their IP (e.g. Lego, Batman, McDonalds, Furby).

Algonquin College, Ottawa, Ontario

Substitute Professor, 2014-03 to 2014-04 (2 months)

- Taught practical C++ game programming to first year students (12 hours a week).

Espial, Ottawa, Ontario

Developer, 2012-05 to 2012-09 (5 months)

- Added features to an internet browser for televisions (Webkit-based).
- Developed series of graphics tests for identifying platform specific issues.

University of Ottawa, Ottawa, Ontario

Teaching Assistant, 2010-09 to 2012-04 (16 months throughout my studies)

- Designed assignments, correction.
- Ran labs, substitute teacher, and proctored exams.
- Courses: Data Structures and Algorithms, Concept of Programming Languages, Introduction to Programming I and II.

Magmic Games, Ottawa, Ontario

Video Game Developer, 2007-01 to 2008-11 (2 years)

- Developed many video games for mobile devices (2D/3D).
- Built tools and utilities (e.g. map editor, file compression, file archives).

Various, Ottawa Region

CO-OP Placements, 2000 to 2006

- Platform Developer, Magmic Games (4 months)
- Programmer, National Research Council Canada (8 months)
- Web Programmer, Industry Canada (4 months)
- Web Programmer, LC&D Internet Publishing (4 months)
- Web Programmer, Public Service Commission of Canada (8 months)