

# Alexandre Girard

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## Education

- **Laval University** **Quebec City, QC**  
*B.S.E. Software Engineering - GPA: 3.56/4.33* *September 2011 – May 2015*
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## Experience

- **Microsoft** **Vancouver, BC**  
*Software Development Engineer Intern* *May 2014 – August 2014*
    - Developed an Xbox One game with 4 other interns from beginning to completion in 16 weeks.
    - Worked on all aspects of the product, including game design, coding in C++, and QA testing.
    - Implemented the core architecture.
  - **Laval University** **Quebec City, QC**  
*Teaching Assistant* *January 2014 – April 2014*
    - Aided students in multiple courses: Algorithm Conception and Analysis, Intro to Programming in Python, Advanced Programming in C++, Data Structures, and Discrete Mathematics.
  - **Bentley Systems** **Quebec City, QC**  
*Applied Research Intern* *May 2013 – October 2013*
    - Researched on the use of virtual reality and immersive environment to enhance visualization and understanding of hybrid engineering datasets.
    - Developed a virtual reality **prototype** in C++ using Ogre3D.
    - Co-submitted a **paper** on data alignment to the 2013 Joint Virtual Reality Conference.
  - **Neurostream Technologies** **Quebec City, QC**  
*Software Engineer Intern* *May 2012 – August 2012*
    - Automated various tasks using Python, C++, Jenkins, and Batch scripts for an implantable medical device.
    - Designed and implemented automated tests using Python and C++.
  - **Activision** **Quebec City, QC**  
*Quality Assurance Tester* *May 2011 – August 2011*
    - Identified and documented over 350 anomalies in a Wii game.
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## Projects (<https://github.com/girarda>)

- **alisp** (2014-2015). Created a Lisp-like programming language in C, including the implementation of a mark-and-sweep garbage collector and tail-call recursion.
  - **Multidisciplinary Project** (2014). Implemented the computer vision system for an **autonomous robot** which won us the 3<sup>rd</sup> position of the course's competition. This project was developed in Python.
  - **C++ Multiplayer Game** (2012 – 2013). Developed a multiplayer poker game in C++ using Boost.Asio for asynchronous communication and AI based on betting behaviors and winning probabilities.
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## Additional Experience and Awards

- 1<sup>st</sup> Position, Da IEEE Code competition (February 2013)
  - 2<sup>nd</sup> Position, Security and Cryptography Challenge, Computer Science games 2015 (March 2015)
  - 3<sup>rd</sup> Position, Artificial Intelligence Challenge, Computer Science Games 2014 (March 2014)
  - Google Sponsor's Choice, Computer Science Games 2015 (March 2015)
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## Languages and Technologies

**Languages:** *Proficient:* C++, Python, Java. *Beginner:* Scala, Ruby, Javascript.

**Technologies:** Hadoop, Maven, Git, Mercurial, Spring, Selenium, JUnit, Ogre3D, Rails, OpenCV, Vim, Eclipse.

**Skills:** Cloud Computing, TDD, Clean Code, Architecture, Agile Methodologies, Scrum, Algorithms.