

# Gregory Desrosiers

Software Engineering 3B, University of Waterloo

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<https://gregpdessch.github.io> </>

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## TECHNICAL SKILLS

Languages: Java, HTML, CSS, JavaScript, C++, C#, Python, Swift, ColdFusion, SQL

Frameworks / Libraries: jQuery, Unity, Play, JPA, Bootstrap, Django, BackboneJS, Selenium, Twirl, MariaDB

Tools: Unity, Git, Xcode, Android Studio, JIRA

## WORK EXPERIENCE

**Web Application Developer, University of Waterloo** June – Aug. 2017

- Created a web app showing the progress of Software Engineering students using Play, Java, JPA, SQL, and jQuery
- Reported customer-oriented feedback on SE Principles assignment instructions by peer-reviewing the instructions
- Upgraded a server computer into a gaming PC by installing a video card and diagnosing hardware problems, reducing Windows stop errors and increasing performance by isolating graphics processing to GPU

**Web Developer, Public Works and Government Services Canada** Sept. – Dec. 2016

- Developed sections of the *Public Accounts of Canada* fiscal year spending website using HTML and an in-house formatting language, delivering the results to the Parliament of Canada and meeting W3C standards
- Delivered security recommendations on blocking web crawlers for a confidential government website by researching web crawler websites including BotReports.com
- Implemented automatic loading of employee-based user results using ColdFusion
- Wrote an Instagram widget for an internal web portal using ColdFusion and JavaScript

**QA Developer, Pelmorex Media, Inc. (The Weather Network)** Jan. – Apr. 2016

- Conducted market-based regression testing on both desktop and mobile website updates using test plans, providing critical advice to the development team on user experience and functional quality of the update
- Performed functional testing using logged Atlassian JIRA tickets as test scenarios
- Completed two full-scale regression testing cycles by using regression checklists
- Coded coverage to a test data generator for multiple XML schemas of weather data using C#

**Research Assistant Developer, UWaterloo Conrad Centre** May – Aug. 2015

- Programmed front-end unit tests for a web-based entrepreneurial platform using Selenium WebDriver and Java
- Added new UI elements to a LEGO store web application for the Managing Technological Innovation course using BackboneJS, Bootstrap, and Django

## PROJECTS

**CardboardPerPrimo** (<https://github.com/GregPDesSCH/CardboardPerPrimo>) June 2017 - Present

- Designed a Google Cardboard app to view 3D objects in a space-like VR environment
- Constructed the app using Unity, Google VR SDK for Unity, Blender, and online assets

**Detergo** (<https://github.com/GregPDesSCH/DETERGO>) May 2017 - Present

- Programmed an iOS / Android and a Ruby script to help estimate amount of detergent needed to wash clothes
- Used Swift, Xcode, Java, Android Studio, and Ruby with official documentation

**MLH Tic-Hac-Noe** (<https://github.com/GregPDesSCH/MLH-Tic-Hac-Noe>) Dec. 2016

- Produced a two-player game based off of tic-tac-toe using Unity and C# at MLH Local Hack Day, achieving Daily 4<sup>th</sup> Place on Newgrounds

**GPD Sliding Cannon** (<https://github.com/GregPDesSCH/GPD-Sliding-Cannon>) Sept. 2016

- Created a one-level fixed shooting game for Android using Unity and C#
- Utilized the gyroscope and touch screen taps for moving the cannon side-to-side and shooting it