

David Lareau
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Education

Doctorate in Computer Science

University of Ottawa, Ontario, (ongoing since 2012)

- Specialization: Computer Graphics.

Master of Applied Science in Biomedical Engineering

University of Ottawa, Ontario, 2011 (2 years)

- Specialization: Biomedical Image Processing.
- Thesis: Haptic Image Exploration.
- The research involved image processing, graphics, haptics, and real-time programming.

Honours Bachelor of Science in Computer Science CO-OP

University of Ottawa, Ontario, 2006 (4 years)

- Graduated Summa Cum Laude (DGPA: 93%, CGPA: 87%).
- Honours project: 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

- **5 years** of experience in programming jobs (**2 years** in the video game industry).
- Expert in **image processing**, and comfortable with **2D and 3D graphics**.
- Strong knowledge of **C++** and **Java**, and capable of accurate transcoding from one to the other.
- Disciplined in **testing**, and **debugging** through visualization.
- Capable of designing special purpose **data structure** and **algorithms**.
- Passionate about **input** devices such as joysticks, mouse, keyboard and force-feedback devices.
- Familiar with **Windows**, **Linux** and DOS, and other platforms (J2ME, Brew, Nintendo DS).
- Worked with many **web technologies** such as Ruby, PHP, JSP, ASP, XSLT, Perl and Flash, interfacing with various **databases** using SQL.
- Fluent in **English** and **French**.
- Personal website: **<http://fluxrider.com>**

Work Experience

University of Ottawa, Ottawa, Ontario

Teacher Assistant, Fall 2010 to present (1 year, 4 groups)

- Labs and correction.
- Design of some assignments.

Magmic Games, Ottawa, Ontario

Video Game Developer, Winter 2007 to Winter 2009 (2 years)

- Led a team of developers and supported level designers.
- Developed various video games for mobile devices both in 2D and 3D.
- Built and maintained content creation tools such as map editors.
- Transcoded various projects between C/C++/Java.
- Optimized code for speed, memory and code size.

Platform Developer, Summer 2006 (4 months)

- Designed visualization and debugging tools for swift and accurate bug fixing.
- Generalized layout and input code, to facilitate porting on different platforms.

National Research Council Canada, Ottawa, Ontario

Programmer, Winter and Fall 2005 (8 months)

- Participated in the development of a prototype for an emerging Data Mining environment.
- Involved Java, XML, unit tests and databases.

Industry Canada, Ottawa, Ontario

User Interface and Application Support Analyst, Summer 2004 (4 months)

- Maintained pages across the main website written in HTML, Perl, C and JSP.
- Built an administration module in Perl that queries an Oracle database using SQL.

LC&D Internet Publishing, Orléans, Ontario

Programmer, Fall 2001 (4 months)

- Programmed Server modules in ASP and SQL.
- Built COM objects in C++ for ASP applications.

Public Service Commission of Canada, Hull, Québec

Web Programmer, Summer 2000 and Winter 2001 (8 months)

- Wrote Internet applications in ASP, Perl and Flash.
- Designed web user interface along with graphics.