

Tom Rochette

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Spoken and written languages: French (very good), English (very good)

Professional experience

eXolnet Montreal / May 2013 - Current

Software architect

- Planned and implemented continuous integration, automated testing, code reviews, database migrations and backup strategies;
- Developed and maintained 35 projects of various complexities and scales;
From small 2 pages registration forms to full-fledged websites with daemons and cron jobs, all using a complete environment based approach (development, testing, staging, production).
- Improved the business processes by putting in place various tools and reviewing the current practices on a monthly basis.

Electronic Arts Montreal / April 2011 – March 2013

Visceral Games – Build/System programmer

- Maintained the build system of the Dead Space 3 and Army of TWO™ The Devil's Cartel projects;
- Managed the deployment of development tools and game assets on a daily basis to 5 different studios around the world;
- Developed and maintained various internal tools related to the build process;
- Supported the development team by maintaining and fixing game systems and console specific (PS3/Xbox360) code such as trophies/achievements, profile saves and DLC;
- Prepared/Built the final discs for Army Of TWO™ The Devil's Cartel sent to Microsoft and Sony;
- Prepared Army of TWO™ The Devil's Cartel game and build system for an eventual day one patch;
- Offered technical support on various levels such as fixing development kit issues, debugging issues in internal tools or helping the network engineering team diagnose a network issue.

Games: Dead Space 3, Army of TWO™ The Devil's Cartel

Eidos Montreal Montreal / May 2010 – August 2010

Intern programmer

- Developed and integrated the downloadable content (DLC) system;
- Wrote tools to simplify the creation and testing of DLC for any content creator;
- Debugged various issues such as covers, weapon reloading and in-game dialogs;
- Developed utilities for the game designer to iterate more rapidly;
- Debugged console specific issues (PS3/Xbox360).

Game: Deus Ex 3 - Human Revolution

Ecole Polytechnique de Montreal

Montreal / May 2009 – September 2009

Consulting engineer

- Rewrote from scratch a university level course on software engineering;
- Developed a set of 10 exercises and practical work that will be executed by the students;
- Developed a website presenting software engineering concepts, written in PHP and fed by OWL data;
- Elaborated/Wrote an ontology on the domain of software engineering.

Researcher

- Researched methods to determine the topic(s) of a resource (web pages/text) solely based on a pre-existing ontology of the domain (in this research, software engineering), with the goal to assign one or many tags to the resource.

Umbreon Network – Web hosting

Montreal / 2008 - 2011

Founder

- Managed a free web hosting service serving over 12k members/websites;
- Developed a complete hosting control panel, written in PHP and MySQL;
- Installed, managed and maintained a Linux server (Apache, MySQL, PHP5, DNS, Postfix/Dovecot);
- Wrote a set of scripts and tools to automate the management of the server;
- Answered technical support tickets.

Main formation

2008 - 2011 **B. Eng., Software engineering.** Ecole Polytechnique de Montreal, Montreal

2007 - 2008 **B. Eng., Electrical engineering.** Ecole Polytechnique de Montreal, Montreal

2005 - 2007 **DEC, Natural sciences.** Ahuntsic College, Montreal

Skills

- C/C++/C#, .NET, PHP, Javascript, Java, Python, x86 assembly, Ruby, Visual Basic, Perl
- WinForms, Qt, SDL, Open GL, DirectX, basic GLSL and HLSL
- Visual Studio, GCC
- MySQL, SQLite, MS SQL, Oracle
- Git, Perforce, SVN
- Web: HTML, XML, CSS, LESS, jQuery, Node.js, Grunt
- Windows 95 to 8, Linux Debian/RHEL, Mac OS 8/X
- Design patterns, UML
- Matlab, Maple, LaTeX
- Microsoft Office Suite

References can be obtained if required.

C.V. Tom Rochette

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