

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

- Plan and implement high level goals such as continuous integration, automated testing, code reviews, database migrations and backup strategies;
- Improve the internal processes by finding bottlenecks and using best practices;
- Develop and debug features on various projects (3) for which the company was contracted;
- Introduce a more rigorous approach to agile development in order to improve repeatability.

Electronic Arts / Montreal April 2011 – March 2013
Visceral Games – Build/System programmer

- Ensure the stable development of a video game software;
- Manage the deployment of development tools daily to 5 different studios around the world;
- Work to improve the tools used by the production team (bug fixes, improvement of performance, adding functionalities);
- Support and fix in-game systems and console specific code (PS3/Xbox360);
- Develop tools to ensure software quality of the game developed;
- Prepare games to be submitted to first parties (Microsoft and Sony).

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

Eidos Montreal / Montreal May 2010 - August 2010
Intern programmer

- Develop high quality softwares in C++;
- Optimize and debug code, from library level to game code;
- Develop and integrate a downloadable content (DLC) system;
- Develop tools to simplify the creation and testing of DLC in the company's environment;
- Actively participate in bug fixing reported by the QA team inside fixed delays;
- Experience with PS3/Xbox360 debugging.

Game: Deus Ex 3 - Human Revolution

Ecole Polytechnique de Montreal / Montreal

May 2009 - September 2009

Consulting engineer

- Rewrite a university level course, specifically for software engineering;
- Develop a set of exercises and practical work that will be executed by the students;
- Develop a website presenting software engineering topics in PHP;
- Elaborate an ontology about the software engineering domain.

Researcher

- Research in the domain of text-mining;
- Approach aiming to determine the content of a resource solely based on a pre-existing ontology, with the goal to assign one or many tags to that resource.

Umbreon Network - Web hosting / Montreal

2008 - 2011

Founder

- Develop a web-based account management system, written in PHP;
- Install, manage and maintain a Linux server. Update softwares;
- Write a set of scripts to automate the management of the server;
- Develop additional tools (console applications);
- Answer to 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
- Perforce, SVN, Git
- Web: HTML, XML, CSS
- Windows 95 to 8, Linux Fedora/Debian, Mac OS 8/X
- Softimage|XSI, 3ds Max, Maya
- Design patterns, UML, Borland Together
- Matlab, Maple, PSPice, LaTeX
- IBM Build Forge
- Microsoft Office Suite

References can be obtained if required.

C.V. Tom Rochette

September 2013