Nicolas Patenaude

Montréal, QC   **450 521-1337**

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nicolas.patenaude.21@gmail.com   **Bilingual: English and French**

Education

Bachelor of Engineering, B.Eng.   **2021-2025**

École de technologie supérieure (ÉTS), Montréal

- Collaborated in dozens of small engineering teams on diverse applied software projects.
- Implementation of a maze solving algorithm for a class tournament (2nd place)
- Solo developed a Pac-Man game playable with hand gestures through a camera
- Mobile AR game: place turrets and shoot down airplanes flying in the player's environment
- VR Musical Garden game, the user plants seeds and grows plants that produce music
- 2D pixel art style platformer game playable on my website nicolaspatenaude.com

College Diploma in Computer Science Technology   **2018-2021**

Cégep de Granby, Granby

I was the team leader for a four-month final year project developing a web application that enabled students to find tutors, working with clients through multiple meetings. Oversaw development, Git version control, and Scrum-based project planning using Azure DevOps.

Technical Skills

Programming languages: Bash, Batch, C, C++, C#, CSS, HTML, Java, JavaScript/TypeScript, PHP, PowerShell, Python, SQL

Frameworks and libraries: Bootstrap, jQuery, React, Angular, Windows Forms, WPF, Shinyapps, .NET Framework, .NET Core, ASP.NET, Laravel, Node.js, Express.js, Django, FastAPI, Entity Framework, SQLAlchemy, scikit-learn and OpenCV

Software: Adobe Creative Suite, Android Studio, Azure DevOps, Blender, Docker, Git, GitHub Actions, Linux, MS SQL Server, Netbeans, MS Office, Unity, Visual Studio, VS Code, Windows Server

Other Technical knowledge: Needs assessment, native Android applications, software design, IT infrastructure management, networking, embedded systems and generally a very fast learner

Work experience

Developer – Institut National Du Sport Du Québec, Montréal   **2025**

Final-year engineering project developing a Python web application that produced VO_2 and lactate analysis PDF reports from raw physiological data. Implemented CI/CD pipelines from the very start to support bi-weekly demos and stakeholder meetings.

Developer – Stingray Digital, Montréal   **2025**

Developer in the Asset Management Team, managing a wide range of software tools to handle hundreds of terabytes of digital content.

- Maintained over a dozen microservices, implementing bug fixes and new features for content management systems.

- Developed an AI enabled microservice for profanity detection in songs during a one-month, two-person project.

Developer – Altilogix, Montréal   **2022-2023**

Maintained various web applications used in schools, universities, colleges, and school boards, strengthening and expanding my C# skills. Also was a solo developer for a project on a web application for managing anti-theft markers and stolen IT equipment.

Junior developer – Maid Labs Technologies, Granby   **2021**

- Design and development of a Wi-Fi driver for an embedded system

- Established an SPI protocol to enable communication between microcontrollers

IT Technician - Avril Supermarché Santé, Granby   **2018-2020**

- Management of IT equipment

- Development of a user management application with Azure Active Directory SDK

- Development of a software tool to print receipts in the kitchen of a pizza parlor

- Created and maintained multiple PowerShell and Batch scripts to automate tasks