Olivier Provost

Junior Software developer

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Motivated Junior Software Developer with expertise in C# and hands-on experience with Unity engine. Skilled in problem-solving and passionate about writing clean code. Collaborative team player ready to excel in a dynamic development environment. Core competencies include:

Able to work under stress	Great team player	Great at communication
Passionate & Dynamic	Always learning	Resourceful

Skills

Programming C#/WPF, C/C++, Bash, Python, HTML, CSS, PHP, JS, SQL, ORACLE, MongoDB

Tools Visual Studio, ASP.NET, Perforce, git, Apex Oracle, Unreal Engine 5, Unity, Microsoft Office

suite

Methodologies SCRUM / Agile

Languages French and English, both spoken and written fluently

Work Experience

Jan. 2023 – **Junior analyst programmer**, *Logiciels Ex-L-Tec*, Trois-Rivières

Aug 2023 Worked on custom made applications for customers.

 \circ Created and maintained a 100+ tables database for customer's application purpose in SQL.

- Worked in Apex Oracle with CSS, HTML, JavaScript and PL_SQL to make user friendly pages for the customer's needs and expectations.
- O For any questions or recommendations, please contact Pierre Blais at pierre.blais@ex-l-tec.com.

Mars. 2021 - Salesman and Keyholder, Jeuxjubes, Rosemère

Jan. 2023 I learned a lot about customer service in this company as well as inventory management.

- O Assist and inform the customers of the current promotions and deals.
- Manage the store inventory on regular basis.
- O Responsable of setting up the promotionnal material.
- Assure backstore maintenance.

Jan. 2017 - Senior Sale Advisor and Keyholder, GameStop, Montréal

Feb. 2021 I was responsible for several tasks, including:

- O Assure coherence to pre-order list for upcoming games and products.
- Manage the client situations on the sales floor.
- Manage product orders for the store as well as making purchase orders for equipment and material.
- O Giving advices to customers to help them choose the right products for their needs.
- O Training new hires on cash registers and customer service.

Education

2023 Tech. Informatique, Collège Lionel-Groulx, Sainte-Thérèse

2020 D.E.C. Social sciences, Cégep Saint-Laurent, Montréal

Other Training

Game engine related courses (Unreal 5 and Unity 3d), GameDev.tv Diversity and Inclusion, Cégep Saint-Laurent extracurricular class Working with stress, College Lionel-Groulx extracurricular class

Interests

Tinkerer I like to brainstorm new projects and make them into something helpful and easy to use Programming I always keep myself updated on news from the programming world as a whole Video games I made games with friends during game jams, played a lot of good story driven game.

Sports Soccer, Workout.