

Olivier Provost

Junior analyst programmer

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in olivierprovost1

Summary

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:

Ability to work under short deadlines	Great team member	Able to communicate easily
Passionate & Dynamic	Always learning & eager to do so	Never out of ideas

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.

- 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.
- For any questions or recommendations, please contact Pierre Blais at pierre.blais@ex-l-tec.com.

Mars. 2021 – **Saleman and Keyholder**, *Jeuxjubes*, Rosemère

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

Jan. 2017 – **Senior Sale Advisor and Keyholder**, *GameStop*, Montréal

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

- 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.
- Giving advices to customers to help them choose the right products for their needs.
- 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 (C++ training and Unreal), *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.