

Airoldi, Pierre-Marc, 10 Avignon, Candiac, QC J5R 5R4, (514) 887-4041
pierremarcairoidi@gmail.com, pierremarcairoidi.com

Education

- Concordia University, Montreal, Quebec — BAC in Computer Engineering, 2009-2013
- Champlain College, St-Lambert, Quebec — DEC in Pure & Applied Science, 2007-2009

Experience

Applications Programmer, eXplorance Inc.

Montreal, Quebec — March 2015 - present

- Create a new product for mobile
- Design concept for application
- Design application architecture
- Design server API
- Help with UI/UX design
- Program iOS version

Lead iOS Engineer, Mobila Canada Inc./Mobile Application Roaming Services Inc.

Montreal, Quebec — Fall 2013 - March 2015

- Create iOS applications and games
- Architecture design to finished product
- Communicate with web services (REST, JSON)
- Integrate media playback
- Help design and program server APIs
- SQL database management
- Server configuration
- Integrate new tools, technologies and methods into the team (git, cocoapods, reactive cocoa, functional programming)

iOS Developer, nomin8r

Montreal, Quebec — June 2011 - September 2011

- Create iOS application for a start-up web service
- Code the application from start to finish
- Communicate with a web service using HTTP requests and JSON
- Develop a framework to make HTTP requests easier to send
- Implement the user interface that was designed by the graphic designer
- Work with the web developer to ease the integration between APIs and application

iOS Developer, Pete App Designs

Montreal, Quebec — Fall 2008 - present

- Create iOS applications
- Code the applications from start to finish
- Design user interface
- Communicate with web services (REST, JSON)
- Integrate media playback
- Seek better ways of achieving tasks

Airoldi, Pierre-Marc, 10 Avignon, Candiac, QC J5R 5R4, (514) 887-4041
pierremarcairoidi@gmail.com, pierremarcairoidi.com

Projects

- Artificial intelligence for Reversi/Othello game using search trees
- 2D fluid simulation using multi-core languages using CUDA and OpenCL
- Auto student schedule creator for Concordia University students
- 3D checkers game using OpenGL
- Application to find the shortest route between two Montreal Metro stops
- Ambient noise monitor using an Arduino
- Sumo robot for sumo robot competition
- Build a web service that can parse and return data from NHL.com
- Real-time document editing for touch pad devices (Capstone Project)

Accomplishments

- Have an iOS application reach #2 in the top 100 of the iOS App Store and be featured in the best apps of the year
- Build a functional sumo robot to compete against other robots
- Reverse engineer NHL.com to extract data from it
- Create a document editing/drawing application that works in real time

Awards

- Honorable Mention Certificate for Capstone Design Project

Skills

- Fluent in many programming languages (c, c++, objective-c, java, swift)
- Experience with many other languages (javascript, node.js, go, c#, haskell, ruby)
- Multi-core programming experience (CUDA, OpenCL)
- Graphics programming in OpenGL
- Hardware design and verification (VHDL, Verilog, SystemVerilog)
- Assembly language knowledge
- Microprocessor programming (ATMEGA Microprocessors)
- Fluent in English and French
- Flair for problem solving
- Good team work skills
- Proficient at Photoshop

Interests

- Sports
- Robotics
- Video games
- Technology