

Isaac Doré

Software Engineer

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Profile

I am a passionate software engineer that enjoys pushing the current technological boundaries with 5+ years of professional software engineering & development. I'm driven by challenges that requires creative thinking and structured solutions.

I had practical experiences delivering complex and reliable systems with small teams while keeping high efficiency. I naturally take responsibility for the work quality which led me to participate architectural decisions.

Work Experience

09/2020 - Present
04/2019 - 09/2019 (Internship)
Laval, Qc, Canada

Software Engineer Omnirobotic Inc.

Design and develop tools and systems to solve automated 3D analysis problems while allowing control over artificial intelligence behavioral response to computer vision data.

Developing tools for automating robotic arm programs generation and motion planning in a 3D environment. Planning time and real-time visualization tools of 3D scene and platform stereotypes states.

(C++, C#, Python)

- Helped design a new HTN Planner and scheduler system for scalable behavioral AI design.
- Lead engineer for 3D scene states visualizer tools leveraging an open source game engine codebase. Integrating HTN domain edition and visual debugging capability.
- Improved scene edition UX with shading rendering style
- Understand complex systems capabilities and technical limitations to aid planning towards
- Ensure code quality and scalability
- Participated to the hiring process

2014 - 2019
Blainville, Qc, Canada

Web Software Developer Codems

Websites and web applications development. Full web project development management going from backend and deployment to UI/UX integration.

(PHP, SQL, NoSQL, Git, Node.js, Javascript, HTML, CSS)

- Custom automated SMS marketing campaign services platform architecture lead
- Build and design entire client-specific CMS features, from databases to frontend
- Develop and maintain custom built E-Commerce websites
- Wordpress extensions & themes development
- Handled development from design documents to delivery
- Implementation of internal processes and workflows

Education

Computer Science (Computer Games Option)
Concordia University (2020)

Electives Interest oriented towards Graphics, AI, and Computer vision.

Led one of the two University's teams of eight students for the Ubisoft's Game Lab Competition.

Distinctive elements

Taken part of multiple local and online game jams, alone and in teams.

Worked with Unity3D for the last 5+ years.

Enjoys technical art, writing fragment and compute shader programs.

Building games large and small in my free time.

Led small teams to reach creative and technical goals, in different settings.

Worked with the Godot Engine codebase.