

# Jean-Michel Bourget

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783, boul. Wilfrid-Hamel app.12  
Québec, Québec G1M 2R1  
Phone : (581) 888-9306  
Email: [jmdg22@gmail.com](mailto:jmdg22@gmail.com)



## Professional skills

Reliable, versatile, perfectionist, persevering, cooperative, creative.

## Mastered softwares

**Development:** IntelliJ, Docker, Git, Microsoft Visual Studio, Codegear Builder 2009 Delphi/C++

**Adobe suite:** Photoshop, Illustrator, After Effects

**Other:** Jira, Slack, Microsoft Office, Acrobat

## Programming languages

Java, Kotlin, Python, JavaScript (ES6), Typescript, React, PHP, C#/C++, Delphi, Visual Basic, ASP, ASP.Net, GML, MySQL, PostgreSQL, MariaDB, X/HTML, CSS

**Environment:** Proficient in Linux, Windows, and Mac OS (in order of preference).

**Languages:** Fluent in French & English.

## Education

Studies in Software Engineering, Laval University of Quebec

2010 - 2011

Studies in Multimedia Integration, Cegep Ste-Foy

2007 - 2010

Studies in Natural Science, Cegep Ste-Foy

2005 - 2007

## Work experiences

### Software engineer

September 2021 - today

*Employer: Provenance Technologies, Inc. San Francisco*

#### Tasks description

- ⤴ Develop and deploy a public financial / compliance API on AWS (Java, Python), along with a portal for internal management. (React, Typescript)
- ⤴ Integrate multiple compliance tools (sanction screening, wallet scanning, liveness check) within our solution.
- ⤴ Integrate multiple fiat & crypto payment providers (ex: Worldpay, Coinbase, Circle) within our solution.
- ⤴ Deploy and support solution in production.
- ⤴ Produce product documentation.
- ⤴ Mentor new developers.
- ⤴ Onboard new clients.

### Developer

December 2016 - September 2021

*Employer: Equisoft Quebec (formerly Kronos technologies)*

#### Tasks description

- ⤴ Develop, maintain, and enhance the Equisoft/Connect CRM software. (PHP, React)
- ⤴ Develop and maintain new gateways and scrappers (CA, US) for the Equisoft/Connect CRM software, including personalized conversions/importations. (Kotlin, PHP, React, Delphi)
- ⤴ Use TDD (PHPunit) and Agile/Kanban methodology during development.

- ⤴ Create tools to simplify gateway usage, maintenance, and logging.
- ⤴ Provide level 3 technical support, with access to production data and bug fixes,
- ⤴ Conduct R&D for a Data Lake in Kotlin on AWS & explore machine learning with the project <https://myfinancialbenchmark.com/>
- ⤴ Deploy to acceptance and production environments using CircleCI.

## Freelancer/programmer

September 2008 – December 2016

Employer: **self-employed** Quebec

### Description of current tasks

- ⤴ Create a mobile runner game «Parkour » on Android / PC (integration with Google Play & Steam)
- ⤴ Create an e-commerce website for Netima distributions.
- ⤴ Compose 6 musical pieces for « la maison Chapais ».
- ⤴ Create a game (multiplayer shooter) « Kil10 » in GML.
- ⤴ Development of audio player « Multimedia 1.9 » in Delphi7.

## Programmer/integrator

March 2012 - January 2015

Employer: **Laval University** Quebec

### Tasks description

- ⤴ Create interactive exercises (HTML5, JQuery)
- ⤴ Create faculties, institutional & educational websites (Typo3, Wordpress, PHP)
- ⤴ Develop a booking management system and APTIC template (Zend, PHP)
- ⤴ Create a library management system (Alfresco)

## Accomplishments

- ⤴ Awarded first prize for my software Multimedia player.
- ⤴ Solo participation at Pixel Challenge Quebec June 2013, 2017 & 2018.  
Development of a game in two days from a given theme.

## Social commitments

- ⤴ Online teacher (programming, video, graphics, and music).
- ⤴ Teacher (introductory course in electronics)

## Special interests

- ⤴ Computer science (programming, drawing, etc)
- ⤴ Music (sound creation, composing)
- ⤴ Electronics

## References

Available on request.