Jean-Michel Bourget

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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 - 2012
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: **FIANT** San Francisco (formerly **Provenance Technologies, Inc.**)*

Tasks description
- Design and deploy a public financial/compliance API on AWS (Java, Python), with seamless SDK integration.
- Build an internal management portal (React, TypeScript).
- Develop elements for an easy integration of the KYC process.
- Develop a demo product showcasing core features and usability.
- Integrate compliance tools such as sanction screening, wallet scanning, and liveness checks.
- Incorporated multiple fiat and crypto payment providers (e.g., Worldpay, Checkout, Coinbase, Circle, Fireblocks) into the platform.
- Connect banking systems to facilitate ACH and WIRE payments (MNT, CRB).
- Deploy and maintain production solutions, ensuring reliability and performance.
- Author comprehensive product documentation for both internal and external use.
- Mentor new developers.
- Manage client onboarding process, delivering tailored technical solutions and support.

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 & Game Jam de Québec 2024. Development of a game in two days from a given theme.

Special interests

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

References

Available on request.