CONSTANT DUPUIS

Software Engineer
Curriculum vitæ long version

0497 03 67 91
constant.dupuis@gmail.com
http://www.monotone.be

👤 PROFILE

Born a bit before personal IT, I grew up with it, and I embraced many aspects of it. With a strong interest in development and the desire to update my skills, on regular basis, from a technical and methodological point of view. I also have a strong interest in creative aspects of IT.

🔤 LANGUAGES

French native
English business fluent

⚙️ SKILLS

C#, .Net Core	Unity 3D	Git/GitLab/Github
Linux/WSL	Ansible	Visual Studio [Code]
Docker	Beckhoff PLC/IO	C/C++
Angular	NodeJs	Raspberry Pi
Photoshop	HTML/CSS/JS/TS	Microsoft Office

⚙️ PATENTS

WO2019096369A1 - Tracking of a user device
https://patents.google.com/patent/WO2019096369A1

💼 EXPERIENCES

Terragamecenter S.A (Spy) *Software Engineer*
March 2022 to June 2022
Development of VR games with Unity 3D and management tools with Flutter.

Apiquiet S.A (Gerpinnes) *Software Engineer*
Sept 2020 to March 2022
Development of tools to help nurses taking care of guests in rest house. Using REST API, (ASP).NET, XAML, WPF, UNO Platform, MS Sql Server. Design and implementation of infrastructure using, Docker, Ansible, Zabbix, XWIKI, Ubuntu Server and Raspberry PI. Front-end dev with HTML/CSS/JS/TS and Angular.

Alterface Projects S.A. (Wavre) *Software Engineer*
Jan 2010 to August 2020
Involved in many areas of building interactive attractions for theme parks all over the world. 2D game development, attraction installations all over the world, R&D, development methodology and tooling enhancement (Git, Gitlab, Wiki, Docker, PowerShell), IO bus automation (Beckhoff PLC), software development (C/C++, C#, JS, XML), technology intelligence, gameplay prototyping (Unity 3D).

- Participate to development of an Interactive Story Telling Editor backend, REST API, NodeJS & Express, MySQL. For Web and WPF/C# clients.

- Game development with the 2D inhouse game engine (Salto), more than 10 games developed
- Installation and fine-tuning of interactive rides (>10) in amusement parks in many countries (>7)
- Development of prototypes and games in Unity 3D using C# (>4)
- Design and development of an evolution of the interactive system (C/C++, Beckhoff PLC, R&D) installed at Ferrari World Abu Dhabi, 600 players per hours.
- Design and Development of an evolution of the communication system with our embedded systems (C/C++, R&D), now used in many new installation
- Update of procedures and tooling (Git, Gitlab, Wiki, Docker, PowerShell) for developer team (8 developers)
- Development of an application in C # / WinForms to schedule the sending of vehicles in an attraction and synchronization of effects with the movement of vehicles. Used for Popcorn Revenge at Walibi Belgium, pace 600 vehicles dispatch a day
- Design and Development of help tools for encoding time sheets (C#, dotnet core, ASP.NET, InfluxDB, Bootstrap, PostgreSQL), the goal being to avoid encoding timesheets twice

Photographic agency Reporters S.A. (Brussels) *IT Manager*
Oct 2007 to Dec 2009
Management, support, maintenance and renewal of a heterogeneous IT infrastructure: Windows, OS X and Linux for Belgium and Netherlands. Build and maintain a >20.000 pictures/day automated workflow. Migrate the whole infrastructure over a virtual infrastructure using VMWare.
- Development of the promotional website of Reporters in Ruby on Rails
- Migration of the old database, of images hosted in Paris (Orphea System), to a new version of the database
- Maintenance and support of the IT infrastructure for Belgium & Netherlands (>20 employees)
- Development of tools, in Perl, for massive image processing (IPTC labelling)
- Redesign of the image workflow and migration of this one, on a virtualized infrastructure
- User support and documentation

IT Career break

Freelance Photographer (Brussels)
Jan 2004 to Oct 2007
Six months of photo assistantship at the Reporters S.A. photo agency in Brussels. Six months of photo assistants at the "Studio Image" studio in Liège. Then 3 years freelance photographer.
- Photo retouch for stock photo agencies and freelance photographers (Reporters, Photononstop)
- Photographer for the newspaper *La Capitale* in Brussels
- Photographer for music bands, theatre actors (portraits, concerts, album covers)
- Photographer of the KMGs group candidate for the Eurovision 2007 competition
- Portraits for national RTL and RTBF television broadcasts
- Portraits for the architect office VIZZION
- Photoshop courses for photographers

BBL/ING (Brussels) *Developer & System Engineer & Integrator*

Feb 1997 to Dec 2003

Integration of Microsoft Exchange in the BBL IT infrastructure, helping migration from previous X400 based messaging platform. Integration of BBL IT infrastructure within the global ING corporate directory.

- Development and update of an application for synchronizing email addresses between BBL and ING. (Perl, awk and VBScript) 3rd level support for the application
- Participation in the CEDS project (Common European Desktop). Monitoring and technical advice regarding LDAP directories
- Participation in the ING global authentication project (Whole Sales, TAM). Monitoring and technical advice regarding LDAP directories
- Development and update of an application for synchronizing email addresses between the national and international subsidiaries of BBL and the BBL headquarter (C++). Support 3rd level of the application. Documentation in English of this application
- Implementation of a corporate directory for BBL in collaboration with ING (CDS: Corporate Directory Services using Global Directory Services, Injoin Meta Directory)
- Integration and deployment of the mail infrastructure at BBL (Exchange 5.5 and Outlook 97) and 3rd level support
- Development of operational and management tools, Mailbox creation tools, BBL Address Book for Outlook, test tools, in C and C++
- 3rd level support for these applications. Documentation in English of these tools

AXA Assurance (Brussels) *Freelance Software Engineer*

Nov 1996 to Jan 1997

Development, in C, of an OLE / COM server (Interface between Visual Basic applications and the mainframe).

European Commission (Luxemburg) *Freelance Software Engineer*

Oct 1995 to Sept 1996

Development, in C, of an Oracle database loader for the CMF2 project (Fissile Materials Accounting 2). Working language: English.

BULL System (Brussels) *Freelance Software Engineer*

Sept to Oct 1995

Development, in C, of a security information loader for the MISTRAL database (Proprietary document database).

NATO (*Brussels*) *Freelance IT Technician*

Aug 1995

Assembly of computers, installation of software and installation of the workstation fleet.

🎓 EDUCATIONS

Bachelor Analyst Programmer
Institut Supérieur Economique (ISE)
1992-1995
End of studies work: "DIGIVOTE ou l'histoire d'un vote électronique", the story of my participation to the development of GUI for Belgium electronic voting machine.
Grade : Great distinction.

1st bachelor in chemistry
Université de Mons
1991-1992

Secondary school
Athénée Royal de Mons
1984-1991

🏠 STUDENT EXPERIENCES

During my high school studies, I have participated to several linguistic exchange program in England.

BULL – **Student Job** - July 1995
I participated in the development of the security of the MISTRAL database. Programming in C of the module for logging in of users (networks or local) of MISTRAL (proprietary document database). Duration 1 month.

BULL - **End of studies work** - Feb to June 1995
End of studies internship in the company BULL System. I helped to develop the electronic voting program developed by BULL: the DIGIVOTE project. Programming in C, of the module of display and input on the screen, of the candidates and the electoral lists. This entry was made using an optical pencil. Duration 4 months.

Liverpool Stock Exchange branch - **LINGUA European Exchange** - Nov 1994
Schematization, analysis and documentation of networks (LAN, WAN and telephony). Duration 3 weeks.

PROTODESIGN (Valenciennes) – **Student Job** - Avril 1992
2 weeks internship in a software and hardware development company, "PROTODESIGN". Control of a mobile table in x-y through the parallel port. Programming language: Pascal.

Obourg Cement Factory – **Student Job** - July 1990
Cement quality control in the laboratory

HOBBIES

Bass player in the ACarTs big band of the Ottignies-LLN music academy

GENERAL

🚗 B driving licence   🏠 23 rue Fleurie, 1300 Wavre   🚩 Belgian

🎂 January 13 1972 in Mons   💍 Legal cohabitant with 2 kids

@ LINKS

🌐 http://monotone.be

in https://www.linkedin.com/in/constant-dupuis-514bb87/

○ https://github.com/constantdupuis

○ https://www.instagram.com/constant_dupuis/