CONSTANT DUPUIS

Senior Software Engineer
Curriculum vitæ short version

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👤 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.

⚙ SKILLS

C#, .NET Core	Unity 3D	Git/Gitlab/Github
Linux/WSL	Visual Studio [Code]	Ansible
Docker	C/C++	Beckhoff PLC/IO
HTML/CSS/JS	Nodejs	Angular

🔤 LANGUAGES

French - native

English - business fluent

🎓 EDUCATION

Bachelor Analyst Programmer 1992-1995
Institut Supérieur Economique (ISE) in Flénu

End of studies work: "DIGIVOTE ou l'histoire d'un vote électronique", the story of my participation to the development of the GUI for Belgium electronic voting machine. Grade : Great distinction.

⚙ PATENTS

WO2019096369A1 - Tracking of a user device
https://patents.google.com/patent/W O2019096369A1

🏠 STUDENT EXPERIENCES

During my high school studies, I have participated to several linguistic exchange program in England. I have also done few student jobs in different companies.

💼 EXPERIENCES

Software Engineer - Terragamecenter - *(Spy)*
Avril 2022 to June 2022

Development of VR games with Unity 3D and management tools with Flutter and Mongodb.

Software Engineer - Apiquiet - *(Gerpinnes)*
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, Angular. Design and implementation of infrastructure using, Docker, Ansible, Zabbix, XWIKI, Ubuntu Server, Raspberry PI.

Software Engineer - *Alterface (Wavre)*
Jan 2010 to August 2020

Involved in many areas of building interactive attractions for theme parks all over the world. 2D games development (>10), attraction installations abroad, R&D (>3), development methodology and tooling enhancement (Git, Gitlab, Wiki, Docker, PowerShell), IO bus automation (Beckhoff PLC), software development (C/C++, C#, Node/JS, XML), technology intelligence, gameplay prototyping (Unity 3D).

IT Manager - *Reporters S.A. (Brussels)*
Oct 2007 to Dec 2009

Management, support and renewal of a heterogeneous IT infrastructure: Windows, Mac OS X and Linux for Belgium and Netherlands (>20 employees). Design, build and maintain a >20.000 pictures/day automated workflow. Migrate the whole infrastructure over a virtual infrastructure using VMWare.

🎵 HOBBIES

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

ℹ GENERAL

🚗 B driving licence	🏠 23 rue Fleurie, 1300 Wavre	🚩 Belgian
🎂 January 13 1972 in Mons	💍 Legal cohabitant with 2 kids	