

Mark-Olivier Poulin

SOFTWARE ENGINEER · FULL STACK DEVELOPER

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Skills

Programming TypeScript, C#, C++, Java, Python, SQL

Technologies .Net Core, Vue.js, Next.js, Angular, React, React Native, Expo, Docker, Redis, GraphQL, Spring Boot, PostgreSQL, tRPC

Experience

Thirdbridge

Montreal, Quebec

MOBILE DEVELOPER

September 2024 - Present

- Worked on **fuel and car wash features** for **Circle K's mobile app**, used by **millions of users**
- **Improved mobile app analytics** by **standardizing and enforcing event types** with a schema, **generating a map of all user actions** in the app
- **Implemented Google Pay** as a new payment method in Circle K's mobile app
- **Implemented wallet features** in the Ingo mobile app for Swedish users

Nexapp

Quebec City, Quebec

FULL STACK DEVELOPER

April 2023 - August 2024

- Worked on **Ticketmaster's core events project** used by **thousands of clients** from June 2023 to August 2024
- **Implemented key features** in the **TM1 events** management platform to facilitate **business expansion** into **new markets**
- **Revamped and optimized** legacy **Angular components** within the TM1 events management app to **enhance scalability and performance**
- **Created new web components** and **Vue.js, Angular and React wrappers** for the **Unified Frontend Objects project**, and **integrated GraphQL data** into the **global TM1 app**

Vooban

Quebec City, Quebec

FULL-STACK DEVELOPER INTERN

May 2022 - August 2022

- **Completely refactored** the UI and **added a live camera feed** to an existing app **in production**
- **Developed a custom Python-based tool** for **automated report generation**, delivering **valuable incident insights** to our client
- **Implemented 20+ features** on a new project following the **Clean Architecture design pattern** and added **integration, E2E, and unit tests**

UEAT

Quebec City, Quebec

FULL-STACK DEVELOPER INTERN

May 2021 - August 2021

- **Implemented 30+ features** impacting a **daily user base of 15,000+ customers** while resolving bugs
- **Refactored** UEAT's promotions engine for **enhanced scalability** by using the **strategy design pattern**
- **Enhanced overall test coverage by more than 5%** by adding integration and unit tests into APIs and **resolved flaky tests** within the **CI pipeline**

Extracurricular Activity

Teaching Assistant - Advanced Programming Concepts in C++


Ottawa, Ontario



LABS AND TUTORIALS INSTRUCTOR

September 2022 - December 2022

- **Lead** labs and tutorials with **35+ students**

Side Projects

PollHub | /View here, PollHub is a **platform** where users can **create polls, vote, and view detailed poll data and analytics**. Made a **custom accessible UI library** made with Tailwind and React.

RateMyProfessors.com data scraping and analysis | /RMP, /Report, **Scraped and analyzed** all teacher ratings at the University of Ottawa from the **RateMyProfessors.com** website to **determine the features contributing to a student's satisfaction with a course**

Education

University of Ottawa

Ottawa

BASc IN SOFTWARE ENGINEERING (CO-OP) 3.33 GPA

Sep. 2018 - Dec. 2022

- Courses in: Algorithms and Data Structures, Software Requirements, Software Architecture, Intro to AI, Advanced Programming Concepts in C++
- **Full proficiency** in both **English** and **French**