Nicolas Arsenault

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EXPERIENCE

Software Developer — June 2025 - Present
CEF RAIL — *Remote, QC*

- Built a REST API using ASP.NET and SQL Server to store worker and task data, enabling data access and supporting 100+ daily queries.
- Engineered a task orchestrator to retry failed steps in a report generation pipeline, increasing report reliability by 100%.
- Implemented a publisher-consumer architecture to decouple application domains, reducing inter-service latency and improving system uptime.
- Built a .NET wrapper for PaveMetrics applications simplifying remote operations on workers and increasing task tracking reliability.

Information Technology Support Intern — June 2024 – Sept. 2024
College Sept-Iles — *Sept-Iles, QC*

- Deployed computer labs with over $20,000 in hardware across 2 buildings, preparing 100+ machines for the new academic year.
- Resolved over 50 technical issues for staff and students, reducing average ticket resolution time.
- Provisioned 30+ user accounts in Active Directory, cutting onboarding time for new faculty and students.

Research Assistant — Oct. 2023 – May 2024
ITMI — *Sept-Iles, QC*

- Developed a custom humidity sensor in C to monitor 3D printer environments, reducing over 50% of failed prints and saving wasted filament.
- Authored 2 programming lessons delivered to 100+ high school students, boosting coding engagement in youth outreach programs.
- Led a robotics workshop for 50+ attendees, increasing STEM club sign-ups.
- Judged a LEGO First Robotics competition with 8 teams, evaluating performance on engineering design and collaboration.

PROJECTS

Back2Class | *Spring boot, Java, Next js, PostgreSQL, Javascript, Git* — Aug 2025 – Present

- Built a student marketplace web app using Spring Boot + Next.js backed by PostgreSQL, enabling users to buy and sell used school books at lower cost.
- Implemented email verification, password reset, and secure authentication, reducing account-related support issues.

Discipln | *Javascript, React Native, Git* — Sept 2025 – Nov 2025

- Built an iOS productivity app in React Native with goal-setting, journaling, and weekly scheduling features used daily by early testers.
- Implemented push notifications and local storage, increasing user retention during testing.

Zombie Arena | *C#, Unity, Git* — Jan 2025 – Mar. 2025

- Created a third-person zombie shooter in Unity with 15+ animation states.
- Implemented physics-based gun mechanics and AI mechanisms for zombies behaviors.

TECHNICAL SKILLS

Languages: Java, C/C++, C#, SQL, JavaScript/Typescript, HTML/CSS, PHP
Frameworks: Spring Boot, React, React Native, Node.js, Expo, .NET
Developer Tools: Git, Docker, AWS, VS Code, Visual Studio, IntelliJ, Supabase, FireBase, Cursor, Copilot AI

EDUCATION

CEGEP Sept-Iles — Sept-Iles, QC
DEC in Informatic (420.B0) — *Aug. 2023 – May 2026*
Hack The Box
Certified Penetration Tester Specialist (CPTS) — *2025*