

JÉRÉMIE BOULAY

Creative Developer

403 - 88 Isabella Street
Toronto, ON M4Y 1N5
jeremi.boulay@gmail.com
647-906-5080
jeremieboulay.fr

Specialized in the front-end development for more than 4 years, I have established a solid background in Javascript (ES6, React/Redux, Webpack, Node.js...) and graphic renderings (Canvas API, WebGL/Three.js, Shaders...). Passionate about interactivity and animations, I love to work on creative projects from the design phase to all kind of medias!

Today, I am looking for new challenges in Toronto, Canada!

Skills

Front-end development	HTML5 - CSS, SASS, Stylus - Javascript ES6, ES7 Frameworks: React, Redux, MobX - Animations: GSAP Graphic rendering 2D and 3D: Canvas API, WebGL/Three.js, Shaders Already play with Pixi.js and Unity3D
Dev tools & environment	Configuration & usage of bundlers/task-runners: Webpack, Budo, Browserify, Babel... Code management: GIT, NPM, ESLint
Back-end development	Real-time web server: Node.js with Express and Websocket package Bots & Scripts: SlackBot, Facebook live hooks, Watson IA...
Digital Fabricator	Interactive installations: OpenFramework, Kinect, Mapping - Arduino, Raspberry, Particle.io Volunteer to laser cutting, carpentry, welding, machining...

Experiences

June 2018 - Now France	Freelancer Creative front-end developer of interactive projects (web, application, installation...) Provides technical and graphical expertise
2016 - 2018 France	Proximity BBDO Paris Creative developer focused on project in WebGL and animations Frequently requested for brainstorming, conceptions phases and prototyping Maintained a state of technical and graphic watch for the team
Sep - Nov 2016 France	Matters Startup Studio Front-end developer focused on the React/Redux app in a multidisciplinary team Improved the existing REST API based on PHP/Zend framework
June 2016 France	Ricochet, interactive project Interactive musical installation with motion capture for deaf people. Mainly worked on the core engine (via OpenFramework, Kinect motion capture, websockets...) and the crafting
2014 - 2016 France	Airbus Defence and Space, European R&D Front-end developer and prototyper of interactive and real-time tools to increase the reactivity of european rescues. Improved the UX and the functionalities
Apr - Aug 2014 France	Red1-innovation Startups Front-end developer (internship) also improved the design and the UX

Educations

Master Degree 2014 - 2016, France	Concepteur Réalisateur Multimédia - Gobelins, l'école de l'image Technical development skills for graphic, interactive and immersive projects
Professional Degree 2013 - 2014, France	Conception intégration Web et Multimedia Web and mobile development, design, project management
Technical Degree 2011 - 2013, France	Métiers du Multimédia et de l'Internet Multimedia, audiovisual and design productions, project management, network