

# XAVIER CHALIFOUX

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## KEY QUALIFICATIONS

- ▶ Proficient in C, C++, Python, Ada, and JavaScript, with experience in large software systems.
- ▶ Expertise in algorithm development, optimization, and software scalability in software development.
- ▶ Proven ability to apply theoretical knowledge to real-world problems, such as improving robot performance and optimizing AI for competitive gaming.
- ▶ Strong collaborator in interdisciplinary teams, adhering to industry standards (DO-178C) and agile development (Scrum).

## EDUCATION

### Master of Computer Engineering

*Polytechnique Montreal*

**Aug 2024 – Present**

*Montreal, QC*

### Bachelor of Electrical Engineering

*Polytechnique Montreal*

**Aug 2020 – May 2024**

*Montreal, QC*

## SKILLS

**Languages:** C | C++ | Python | Assembly | Ada | HTML | CSS | JavaScript | MatLab | Simulink | Embedded C

**Development Tools:** Linux/Unix environments | GIT | Jira | Docker | Shell script | ROS | Grafana | InfluxDB

## EXPERIENCE

### Safety Critical Embedded Software Developer

*Mannarino Software & Systems*

**May 2024 – Present**

*Montreal, QC*

- ▶ Recertified a legacy aircraft project using Ada, focusing on software verification and safety standards.
- ▶ Developed and optimized test procedures, scripting tools to automate waveform data analysis, improving efficiency.
- ▶ Adhered to DO-178C safety standards while managing testing protocols and maintaining documentation for traceability.

### Robotics Software Developer

*Nexus Robotics*

**May 2022 – Sep 2023**

*Saint-Bruno-de-Montarville, QC*

- ▶ Designed and optimized an algorithm in C++ to improve robot picking performance by 14%.
- ▶ Built a Python teleoperation script for Bluetooth-controlled robotics.
- ▶ Designed multiple Grafana dashboards using InfluxDB for real-time data monitoring.

## NOTABLE PROJECTS

### Abalone AI

*Polytechnique Montreal*

**Jan 2024 – May 2024**

*Montreal, QC*

- ▶ Developed a high-performance AI game engine in Python using Mini-max with alpha-beta pruning, achieving 34 tournament wins out of 40 games.

### Automation of a Miniature Theater

*Polytechnique Montreal*

**Aug 2023 – May 2024**

*Montreal, QC*

- ▶ Led software development for automating stage lighting and scenery control, implementing PID controllers and WiFi communication.

## AWARDS

### Recipient of the Guillevin International Excellence Scholarship

*Polytechnique Montreal Foundation and Alumni Association*

**2024**

*Montreal, QC*