

Mathieu Tremblay

Somerville, MA, USA – 206-321-5375

Tremblaymath@outlook.com – [Mathieu Tremblay | LinkedIn](#) - github.com/mathos1432

Experience

2023 - Today

SENIOR SOFTWARE ENGINEER, MICROSOFT

Build the hosting infrastructure for the Data API Builder integration with Azure Static Web apps.

Develop improvements to the dedicated cache offering of SQLx.

C#

2019 – 2023

SOFTWARE ENGINEER, MICROSOFT

Developed and updated experiences of the Shell for Windows 10, Windows 10X and Windows 11.

Led efforts to migrate our codebase from C++/CX to C++/WinRT.

C++/CX, C++/WinRT, XAML

2018 – 2019

TEACHING ASSISTANT, ECOLE POLYTECHIQUE DE MONTREAL

2nd year project of Computer and Software engineering students. In charge of building the framework for the project, teaching software quality, testing, scrum methodology and code reviews.

TypeScript/HTML/CSS

SUMMERS OF 2015 – 2018 (MAY-AUGUST)

SOFTWARE ENGINEER INTERN, MICROSOFT

Worked on a Windows Phone application as part of the Garage Project in Vancouver (2015)

Worked on various CShell projects (2016-2018)

C++/CX, XAML, TypeScript, HTML, CSS, C#.

Education

SEPTEMBER 2013 - DECEMBER 2019

BACHELOR OF SOFTWARE ENGINEERING, ECOLE POLYTECHNIQUE DE MONTREAL

Software development processes, Software quality, Operating Systems, Artificial Intelligence, Video game development, Compilers, Web development.

C++, C#, TypeScript, Python, Java.

2011-2013

COMPUTER SCIENCE AND MATHEMATICS, COLLEGE LIONEL-GROULX

Introduction to programming, Computer graphics with XNA. Built a remake of Slenderman (Horror type video game) in C# with a teammate (Slenderman (mathieu-tremblay.com)), I was responsible for Collision detection, world generation and artificial intelligence.

C#

Publications

- [AMAL: Answering French Natural Language Questions Using DBpedia | SpringerLink](#)
- [A Language Adaptive Method for Question Answering on French and English | SpringerLink](#)