

J.R. BÉDARD

Software Engineer++

Website: jrbedard.com

Social: [@jrbedard](#)

Email: jrbedard@gmail.com

ACHIEVEMENTS

- Computer Engineering degree from the **University of Sherbrooke** in 2005.
- Moved to Los Angeles to work on **ZBrush**, a 3D sculpting software, in 2006.
- Moved to San Francisco to join **Scribd**, a Y Combinator startup, as the first employee in 2007.
- Co-founded **Gamify** in 2010 and acted as CTO until acquisition by Badgeville in 2012.
- Traveled across South America in 2013. Founded **Saltado** for eCommerce in Latin America.
- Invested in Bitcoin since 2012, then **Ethereum** pre-sale in 2014, for a great ROI.
- Won multiple **3D Printing** competitions in 2015 and 2016.

SKILLS

- Software Engineering: Design, development, and maintenance of complex codebases.
- Back-end dev using Python, Django, Node.js, MongoDB, MySQL, AWS, Hadoop, Docker.
- Front-end dev using JavaScript (ES5,6,TS), jQuery, ReactJS, AngularJS, Bootstrap, CSS.
- Machine Learning and Deep Learning using Python, NumPy, SciPy, TensorFlow, Keras.
- Object-oriented architecture in C++11. Blockchain decentralized apps and cryptocurrencies.
- Entrepreneurship, startups, investments, productivity.
- Communication and collaboration. Fluent in English and French.

EXPERIENCE

ETHER.FUND (2015 - Now) **Montréal**

Founder and Director

- Passive investments in the Bitcoin and Ethereum ecosystem.
- Development of tools for blockchain technologies and decentralized applications.
- Created a Solidity smart contract editor using Node.js, React.js & Flux.

SALTADO (2013 - 2015) **South America**

Owner and Developer

- While traveling across South America, I've created various eCommerce web properties.
- Verticals: Real estate, vehicles, outsourcing, all-inclusive vacations, remittance.
- Experimentations with passive income generators, attracting collectively over 1M visitors.
- Built using Django, Node.js, AngularJS, jQuery, MySQL, AWS, Bitcoin, MercadoLibre API.

GAMIFY (2010 - 2013) **San Francisco**

Co-Founder and CTO

- Gamification platform to add game elements (points, levels, badges, etc) to non-gaming software.
- Created a real-time HTML5 multiplayer gaming platform using Socket.io.
- Developed the software around the engine and API (Node.js, MongoDB, AngularJS).
- Responsible of the engineering of the platform, partner support, and hiring consultants.
- Gamification.org was acquired by Badgeville in June 2012.

SCRIBD (2007 - 2010) **San Francisco**

Senior Software Engineer

- Founding engineer at a Silicon Valley Internet startup in downtown San Francisco. Joined as the first employee right after Y Combinator. Helped shape the company that now has over 100M users, raised over 47 Millions \$ in funding and employing over 60 people.
- Lead Engineer on iPaper, the company's flagship product, an innovative streaming document viewer, used by Millions of people daily and embedded on thousands of websites.
- Created and designed the iPaper document viewer in ActionScript 3.0 and the high-speed distributed document conversion back-end in C++.
- Created the first Scribd iPhone application in Objective-C. The app allowed anyone to browse, read, and purchase eBooks on mobile.

PIXOLOGIC (2005 - 2007) **Los Angeles**

Software Engineer on ZBrush

- Developed features in ZBrush that addressed the needs of modelers and texture artists working on video game productions and Hollywood movie productions.
- Created the external file Importer and Exporter for ZBrush in C++ for various 3D file formats: OBJ, FBX SDK, STL, dotXSI, Maya API, Collada and LWO.
- Development of complex topology and texturing algorithms for high resolution modeling.

UBISOFT (2003 - 2005) **Montréal**

Game Programmer internships on Myst IV and Assassin's Creed

- Worked on the video game production of Myst IV and the pre-production of Assassin's Creed.
- Game editor and engine engineering: Implementation of features in the game editor, game engine and graphic engine in C and C++.
- Tool engineering: Development of 3D Studio Max plugins using the Max SDK.
- A.I. engineering: Design of state machines for puzzles and various in-game systems.
- Design and implementation of a complete automatic system of gamedata quality assurance using C#, Perl, ASP.NET, XML and SQL.

EDUCATION

- **University of Sherbrooke** (2001 - 2005)
 - B.Eng. Computer Engineering (Electrical engineering + Software engineering)
 - Two-time winner of the Microsoft Terrarium Artificial Intelligence competition.
 - Lead Engineer on a Half-Life 2 modification of the Source game engine.
- **College of Sherbrooke** (1999 - 2001)
 - Dec. Applied Science (Cégep, University prerequisite in Québec)