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HANTZ VIUS

SKILLS

Programming languages – C++, C, Python, Java, VHDL, Bash, Javascript, Dart

Technologies – Qt/QML, Flutter, OpenCV, OSC, WebRTC, FFmpeg, GStreamer, SDL, Django, Bootstrap, Swing, JavaFX, libgdx, ECS

Platforms – Linux, Windows, Android, Web, RISC-V, FPGA, Raspberry Pi, Arduino

Tools & Processes – Git, Perforce, Jira, Agile (Scrum/Kanban), Jenkins, Trello, Lokalise

Languages – French, English, Haitian Creole, Spanish

ACADEMIC TRAINING

Bachelor in Computer Engineering – Coop

2018 – 2022, Sherbrooke University, Sherbrooke

Associates Degree in Computer Science and Mathematics

2016 – 2018, Bois-de-Boulogne College, Montréal

PROFESSIONAL EXPERIENCES – Software Developer

Mirametrix (Lattice Semiconductor)

AI and Computer Vision company, Montréal

C++, Qt, Python, OpenCV, Risc-V, FPGA, Windows

Permanent : January 2023 – November 2024

Coop Intern: Fall 2022, Fall 2021, Summer 2019

- Implement firmware to run neural networks on a RISC-V/FPGA platform
- Develop an Attention Sensing via computer vision desktop application
- Develop a generic auto-calibration method for cameras used in computer vision
- Document the above process for patenting
- Decentralize and improve the automated testing and continuous integration system

Société des arts technologiques

Numeric arts and multimedias organism, Montréal

C++, Python, Javascript, GStreamer, WebRTC, Linux

Coop intern: Winter 2020

- Develop a web based WebRTC video-conference and streaming application
- Implement a GStreamer based prototype application for streaming via WebRTC
- Setup signaling (ICE/SDP) and web servers to support the above applications

Missions Morphéus

Escape games company, Montréal

C++, Qt, Python, Linux, Raspberry Pi, Arduino, Open Sound Control

Contract : Summer 2018

College Intern: Winter 2018

- Design and implement a Show Control application
- Setup and manage a network of connected objects and computers via the above app
- Develop and deploy scripts to manage the lighting and sound in the game rooms