

Alexandre Bonnegarde-Delisle

alexandre.bonnegarde-delisle@outlook.fr | [LinkedIn](#) | [Portfolio](#)
Open Work Permit (Working Holiday Visa – Canada), valid until december 2027

Profile: Passionate about mobile applications and software development, I am aiming for the position of Software Developer or Mobile Application Developer to use my skills to design innovative solutions and contribute to the growth of the Canadian technology industry.

SKILLS & SOFTWARE

- **Java** - development of automated tests
- **C#** - game development: AI, StateMachine, Multiplayer
- **Dart** - front-end development of mobile applications
- **C++** - AI development for video games, and combat systems
- **Flutter** - Mobile app front-end development, APIs Integrations
- **Git / BitBucket**
- **Unity**
- **Jenkins**
- **Unreal Engine 5**
- Native French
- English B2 (IELTS)

WORK EXPERIENCE

Freestyle Trampoline Association

Unity Game Developer (Remote)

Toronto, ON, Canada

may 2025 – In position

- Developed a 2D [mobile platformer game](#) using **C#** in Unity for Android and iOS platforms, including the implementation of a custom character controller, gameplay mechanics (jumping, tricks), and power-ups such as slow motion, score multiplier, invincibility, double jump.
- Integrated third-party APIs:
 - **Firebase Cloud Messaging** for real-time push notifications
 - **Firebase Realtime Database** for player data management
 - **Photon Engine** for multiplayer and matchmaking
 - **Unity IAP** for in-app purchases like appearance features
 - **Google AdMob** for Ads and passive income (75% of the income)
- Designed and implemented user interface (**UI**) and user experience (**UX**) elements.

Parallele Intelligence

Mobile Application Developer (Remote)

Montréal, QC, Canada

january 2025 – june 2025

- Designed and developed a cross-platform application leveraging advanced **AI** language models, capable of understanding and adapting to diverse linguistic variations.
- Implemented innovative features in **Flutter/Dart**, including real-time multilingual content translation within presentation documents and intelligent content optimization tools to enhance accessibility, performance, and sustainability.
- Integrated analytics to measure environmental impact, providing actionable recommendations to reduce digital carbon footprint.

Infotel Conseil

Analyst - Programmer

Blagnac, France

august 2022 – In position

- Use of **Java** and the Appium framework to design, develop and automate tests for Groupe BPCE, covering 60% of all test scenarios (the rest are non-automated test), increasing execution productivity by 70%.
- Maintenance of automated tests to keep up to date with the application under test.
- Collaboration with developers and Product Owners to extend the scope of testing.
- Development in **C# .NET** of a loyalty application for customers for Air France.

Linkall

Lead Mobile Application Developer

Toulouse, France

july 2021 - june 2022

- Redesigned the front-end of the CEND mobile application (ERP system) in **Dart** language with **Flutter**, for iOS and Android.
- UI/UX redesign of the application.
- Management of a team of 5 people for the development of the mobile application, using Scrum Method.

- Implementation of APIs such as **Firestore** for real-time push notifications, document scanning, OCR, geolocation, biometric authentication, data transfer to the cloud.

Gate22

Unity Developer

Toulouse, France
february 2021 - june 2021

- Programming on Unity in **C#** for a VR art project for art exhibitions.
- Development of a finite-state machine (FSM) system for avatars (walking, stopping, interacting, etc.) .

EDUCATION

ESMA (formerly ETPA)

Bachelor's degree in Video Game Design and Production

Toulouse, France
september 2018 – june 2021

- Programming in C, C# and JavaScript:
 - [Video Game PC/Consoles: 1st-Person Horror Game \(C# on Unity \)](#)
 - [Video Game PC/Consoles: Car Puzzle Game \(C# on Unity \)](#)
 - [Video Game PC/Consoles: Action Puzzle Game \(C# on Unity \)](#)