MYRIAM MOAR

SOFTWARE DEVELOPER AND SCRUM MASTER
@ ELAPSE TECHNOLOGIES

💬 LANGUAGES SPOKEN

FRENCH
ENGLISH
INNU (BEGINNER)

👤 PROFILE

WHEN I WAS YOUNGER, I WAS CUROUS ... AND THEREFORE INDECISIVE! I WAS INTERESTED IN SO MANY SUBJECTS THAT I COULDN'T CHOOSE A CAREER PATH. I FINALLY TOOK THE LEAP INTO COMPUTER SCIENCE, AND NOW, AS A SOFTWARE DEVELOPER, I CAN COMBINE MY LOVE OF PROBLEM-SOLVING WITH MY DESIRE FOR FREEDOM AND EXPERIMENTATION. THIS FIELD LEADS ME TO A THOUSAND OTHERS: ENTERTAINMENT, EDUCATION, HEALTH, INDUSTRY, AND MORE. AFTER ALL, TECHNOLOGY IS AT THE CENTRE OF SO MANY BUSINESSES TODAY. AND CONTRARY TO WHAT SOME MIGHT BELIEVE, SOFTWARE DEVELOPMENT IS TRUE TEAMWORK. IF YOU'RE INTERESTED IN LEARNING MORE, LET ME KNOW! :-)

WHAT I 👍

- CONSTANT CHANGE: YOU HAVE TO CONTINUALLY UPDATE YOUR KNOWLEDGE. WHAT'S GOOD TODAY MIGHT NOT BE GOOD TOMORROW, SO YOU HAVE TO BE READY TO SURF THE WAVE!
- A BIT OF BACKGROUND: I'VE WORKED IN THE ENTERTAINMENT FIELD AND ON SOFTWARE PEOPLE USE TO WATCH THEIR FAVOURITE SERIES AND FILMS, BUT I'VE ALSO WORKED ON MOBILE APPS SPECIFICALLY FOR EMERGENCY VEHICLES, WHERE OUR WORK HAD A REAL IMPACT ON PEOPLE'S LIVES.

WHAT I 👎

- THE COMPUTER SCIENCE AND SOFTWARE ENGINEERING FIELD IS A YOUNG DISCIPINE COMPARED TO, FOR EXAMPLE, ARCHITECUTRE. AS A RESULT WE'RE OFTEN IN "EXPERIMENTATION" MODE, SO WE FRQUENTLY FIND OURSELVES IN GREY AREAS.
- SOMETIMES THE SOLUTIONS TO OUR PROBLEMS AREN'T VERY CLEAR, SO WE CAN MAKE MISTAKES. THEN WE HAVE TO DEAL WITH THE CONSEQUENCES!

🎖 EDUCATION

BACHELOR'S IN COMPUTER SCIENCE AND MANAGEMENT
UNIVERSITÉ LAVAL

DCS IN INDUSTRIAL COMPUTER SCIENCE
CÉGEP DE LÉVIS-LAUZON

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✅ MY TASKS

- **ARCHITECTURE AND CODING**
-WHEN WE ADD A FEATURE TO A SOFTWARE PROGRAM, WE HAVE TO THINK ABOUT HOW TO WRITE IT IN CODE. THE CODE FOR A SOFTWARE PROGRAM IS LIKE A HOUSE. YOU CAN BUILD IT FROM SCRATCH, BUT ONCE IT'S THERE, IT GETS OLDER AND HAS TO ADAPT TO OUR NEEDS, WHICH CHANGE OVER TIME. THAT MEANS DECORATIONS, RENOVATIONS, AND EXTENSIONS. WE USE PROGRAMMING LANGUAGES TO CODE. THERE ARE DIFFERENT ONES, BUT THE LOGIC IS OFTEN THE SAME. THE GOAL IS TO WRITE CODE WITH THE NECESSARY LOGIC AS CLEARLY AS POSSIBLE, PROVIDING A SOLUTION THAT IS THE RIGHT DEGREE OF SIMPLE: IT HAS TO MEET THE NEED, BUT IT MUST NOT BE SO COMPLEX THAT IT WILL REQUIRE REDOING EVERYTHIG THE NEXT TIME WE HAVE TO GO IN TO MAKE A CHANGE. IT'S AN INTERESTING PUZZLE.

- **LEADING MEETINGS**
-SOFTWARE DEVELOPMENT IS TRUE TEAMWORK. AND TO COLLABORATE WELL, WE HAVE TO COMMUNICATE WELL. FOR EXAMPLE, MY TEAM HAS A "DAILY SCRUM" MEETING EVERY MORNING. EVERYONE TAKES TURNS DESCRIBING WHAT THEY DID YESTERDAY AND WHAT THEY PLAN TO DO TODAY, AND LETS OTHERS KNOW IF THEY NEED ANY HELP.
-EVERY TWO WEEKS, WE HAVE A "RETROSPECTIVE," WHEN WE LOOK AT THE WORK DONE AND DISCUSS WHAT WENT WELL AND WHAT WENT LESS WELL. I LOVE LEADING THIS KIND OF MEETING, AND I ALWAYS TRY TO ADD SOMETHING FUN LIKE A GAME, AN ACTIVITY, OR A SURPRISE. AFTER ALL, WE SPEND SO MUCH TIME AT WORK, WE MIGHT AS WELL ENJOY IT!

- **TEACHING**
-WORKING ON A TEAM MEANS WORKING WITH DIFFERENT PEOPLE WHO VERY LIKELY HAVE DIVERSE EXPERIENCES AND KNOWLEDGE. SOMETIMES WE HAVE TO CREATE MOMENTS WHEN WE SHARE KNOWLEDGE ABOUT A SPECIFIC SUBJECT SO WE CAN ALL GET UP TO SPEED. THESE EXERCISES ARE CALLED "KATAS." THIS TERM COMES FROM JAPANESE MARTIAL ARTS, AND IT REFERS TO IMPROVING BY REGULARLY PRACTICING THE MOVEMENTS. I OFTEN PLAY THE TEACHER ROLE WITH MY COLLEAGUES. I PLAN NEW AND INTERESTING SUBJECTS, AND I CREATE EXERCISES THAT WE CAN ALL DO TOGETHER. IT'S ALSO A GOOD OPPORTUNITY TO INTRODUCE A FUNNY AND SURPISING SUBJECT TO MAKE THE SESSION MORE ENJOYABLE AND PLAYFUL -- BECAUSE YOUNG OR OLD, WE ALL LEARN BETTER THROUGH PLAY!