

Student Award Winners 2017 / Prix pour étudiants 2017

When the students were informed of their award, we asked them to say a few words...

Quand nous avons informé les étudiants de leur prix, nous leur avons demandé de nous écrire quelques mots...

Jonathan Seed, Algonquin College

Jonathan is currently completing his third year in Computer Engineering Technology - Computer Science at Algonquin College, where he has maintained a gpa of 3.99. He has completed two co-op semesters as a DevOps Engineer at Signiant, where he has continued to work part time developing tools for managing infrastructure locally and on the cloud.

Having always had a knack for solving problems and a keen interest in technology, development was a natural fit. He took his first computer science class in high school, and has been looking for new and interesting problems to solve ever since. As a result, most of his free time is spent teaching himself new tools and technologies. Always seeking to challenge himself, Jonathan looks forward to a lifetime of learning.



Dabeluchi Ndubisi, Carleton University

Dabeluchi (Dabby) is a final year Computer Science undergraduate student. He has been interested in Computers since a very young age, and as a consequence, he started programming as kid. He is currently a teaching assistant, and enjoys providing help to students to the best of his ability.

Dabby is passionate about creating problem-solving software, and he constantly challenges himself to find such problems which could be solved using software. As a result, he is currently a co-founder of a Mobile application company TutorU which aims to provide a marketplace for students in need of academic assistance to seamlessly find tutors.

After graduating, he hopes to further expand his knowledge in Computer Science and the art of programming independently, while still staying true to his motivation, which is providing a service to the public through software.



Nicolas Guilbault-Desjardins, CÉGEP de l'Outaouais

Mon intérêt pour la programmation s'est développé par l'entremise d'un jeu vidéo. À l'aide de modifications apportées au code source de ce dernier, il m'était possible de programmer en LUA et de développer des applications simples. Cet intérêt s'est rapidement développé en passion et je me suis trouvé à passer des soirées entières à tenter d'en apprendre le plus possible par l'entremise d'Internet.

Dans le cadre d'Expo-sciences, j'ai développé le code nécessaire au fonctionnement d'un robot sur roues qui avait la tâche de calculer le meilleur chemin possible pour se rendre du point A au point B en suivant des lignes représentant des routes.

Lorsque les inscriptions pour les programmes postsecondaires ont commencé, je n'ai pas hésité à m'inscrire en informatique de gestion au Cégep de l'Outaouais. Tout en programmant dans mes temps libres, j'ai poursuivi mes études dans le domaine et je suis maintenant sur le point d'obtenir mon diplôme d'études collégiales (DEC).

Durant mes trois années d'études, j'ai eu la chance de travailler auprès d'enseignants exceptionnels, mais aussi d'aider plusieurs de mes camarades d'études, autant dans leur apprentissage que dans leurs projets personnels. À la fin de ma deuxième année d'études, je me suis fait offrir un poste au Sénat du Canada où j'ai eu la chance de côtoyer des professionnels se spécialisant dans une variété de domaines informatiques. Je terminerai d'ailleurs mon DEC au cours d'un stage au sein de la même équipe.

Au cours des dernières années, j'ai pu réaliser qu'un programmeur ne cesse jamais d'apprendre, et cela ne fait qu'ajouter à tous ce qui rend ce domaine encore plus intéressant. J'ai développé une passion pour la résolution de problèmes et des ambitions pour l'avenir. Je suis parvenu à faire ce dont chacun rêve : j'ai fait de ma passion ma carrière.



Kevin Cherryholme, Heritage College

Kevin is in his third year of Computer Science at CEGEP Heritage College. He is the first in his family to pursue a post-secondary education and is thriving in his field.

Starting with nearly no knowledge of IT, he worked overtime to improve himself, ended with an 85 overall average and was rewarded with a place on the Honour Roll. Kevin's passion for Computer Science led him to take on personal projects such as app and website development. He has successfully posted his game, Jelly Dodge, on Google's Play store after spending a year teaching himself how to develop it.

During his years at Heritage, Kevin discovered a knack for leadership and interest in helping others. It began when he hosted study sessions, and continued when he realized he had the capacity to provide help to his peers. He spent his last semester in the leading role of his group's final project; the Peer Assessment Simplified System (PASS). An online website enabling professors and peers to grade student's presentations. PASS will continue to be used by Heritage many years after his class graduates.

In addition to his studies, Kevin has broadened his skills by participating in two successful co-op placements: Technical Support at Versaterm, and Web Developer at Employment and Social Development Canada (ESDC). He has received the opportunity to work as a part time student at ESDC for his final semester, which has only enriched his Computer Science experience and made him grow into a remarkable IT worker.

Kevin's future is bright with several paths he can take. He aspires to either continue his studies at one of Concordia's Computer Science programs in Montreal, or he will take some time and gain practical experience in the government. Whichever he chooses, it is obvious he is a great asset to the IT field and will continue to prosper.



Marc-André Poulin, La Cité Collégiale

C'est durant mes études secondaires que l'on m'a suggéré de suivre des cours de "Visual Basic", étant donné mes aptitudes de résolution de problèmes et mon attention particulière aux détails. C'est à ce moment que j'ai pris conscience de mes capacités et que j'ai commencé à grandement m'intéresser au monde de la programmation.

Ayant opté pour des études collégiales, j'ai décidé de consacrer les 3 prochaines années au programme de Technologie du Génie Informatique donné par la Cité. Possédant déjà une connaissance de base en matière de programmation, j'ai dû rapidement m'ajuster face à la variété de technologies utilisées dans ce domaine, ainsi qu'aux plateformes et langages qui sont couramment employés sur le marché du travail. Mon éthique de travail ainsi que mon acharnement à toujours exceller m'ont permis de relever ces défis avec succès.

Le fait d'étudier à la Cité m'a non seulement donné les connaissances nécessaires à ma carrière, mais m'a également donné la chance de les mettre en pratique en travaillant sur plusieurs projets de recherche. Tout ce qui m'a été enseigné jusqu'à présent a fait en sorte que je sois en mesure de développer une application Android listant les services accessibles de l'école, ainsi qu'une application WPF étant capable de contrôler des UPS (Uninterruptible Power Supply) à distance grâce à une communication Telnet.

Étant actuellement à la dernière étape du programme, j'envisage avec optimisme et confiance une carrière en tant que développeur informatique. Des études universitaires demeurent toutefois une option que je considère.



Shawn Lamothe, University of Ottawa

Shawn is currently completing his 3rd year of the Software Engineering program at the University of Ottawa. Shawn's interest in computers and technology started at a young age with his love for video games; however, it was not until the end of his senior year of high school that he first started to learn how to program. He quickly realized that programming and software design offered the perfect blend of problem solving, creativity, and collaboration, which ultimately led him to pursue software engineering as a career.

Starting his post-secondary studies, Shawn was unsure of what to expect, but always remained optimistic. Since then Shawn has completed five semesters, maintaining a GPA of 9.9, and gained 20 months of work experience in the field. Most recently, Shawn returned from a yearlong co-op, where he worked for Electronic Arts (EA) in Vancouver. There, he helped develop features for FIFA 17, a game enjoyed by millions of players across the globe. The work he completed during this work term led him to win the university's Co-op Student of the Year award, for the faculty of engineering.

Shawn is enthusiastic to continue his studies and excited to return to the work force, where he hopes to use his skills to help improve the world, and bring people together through technology.

