JUSTIN**CANO**

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EXPERIENCE

Data Engineering Fellow, Insight Data Science, *Palo Alto, CA* ***Jun 2015 - Jul 2015***

» Selected as 1 of 21 individuals to participate in a Data Engineering Fellowship to learn how to use and implement industry standard Big Data tools, such as Hadoop and Spark
» Built a data pipeline that runs a distributed process to create a hyperlink graph from Common Crawl's April 2015 web corpus and finds the page rank and reach of each vertex (http://jcano.me/meshwork)
» Hyperlink graph created through batch graph processing using Spark and GraphX with resulting data saved to HBase in the serving layer for low-latency queries (https://github.com/earthican/meshwork)
» Achieved horizontal scalability by adding more nodes to increase performance of Page Rank

Software Engineer, GBG Loqate, *San Mateo, CA* ***Nov 2014 - May 2015***

» Worked with prospects, partners, and customers to resolve their issues and attain customer satisfaction
» Designed and developed the first unit tests for the official release process using the googletest C++ Testing Framework to retain backward-compatability
» Implemented a lightweight regular expression matcher in C++ to improve country output formatting without performance degradation

Embedded Systems Developer, University of California, Riverside, *Riverside, CA* ***Jun 2014 - Jul 2014***

» Developed a Raspberry Pi camcorder for the University of California, Riverside Entomology Department in order to capture footage of insect eggs in to look for natural predators of the Brown Marmorated Stink Bug
» Worked closely and diligently with a UCR Entomologist to create a product that would directly help with his research

Software Engineer Intern, JetHead Development, *San Diego, CA* ***Jun 2013 - Sep 2013***

» Contributed to development of middleware solutions in C++ for DirecTV Broadcom Set-Top-Boxes
» Tracked and resolved issues through JIRA and debugged the company's RVU client application

EDUCATION

Computer Engineering, B.S. ***Sep 2009 - Jun 2014***

University of California, Riverside, *Riverside, CA*

TECHNICAL SKILLS

» **Languages:** C/C++/C#, Python, JavaScript, Scala
» **Big Data Technologies:** AWS, HDFS, Spark, MapReduce, HBase
» **Web Technologies:** HTML5, CSS3, Django, Flask, Node.js
» **Design Patterns:** Object Oriented Programming, Model View Controller
» **Misc. Tools:** Git, SVN, Grunt, Jenkins, Travis CI

ACADEMIC & PERSONAL PROJECTS

mentionify.js, *http://jcano.me/mentionify.js* ***Aug 2015***

» An open source JavaScript library that renders @'s in the DOM's text to social media profile links
» Developed for practicing JavaScript development and library writing best practices
» Published to the npm registry

everythinglocation.py, *https://github.com/earthican/everythinglocation.py* ***May 2015***

» An open source Python wrapper library for the Everything Location REST API (http://www.everythinglocation.com)
» Developed for practicing software engineering and library writing best practices
» Implemented unit tests to ensure robustness of code
» Published to the Python Package Index registry

To the Top, *Senior Design Project in Computer Science (Graphics and Electronic Games)* ***Apr 2014 - Jun 2014***

» Conceptualized an original 3D vertical runner game
» Developed for the mobile platform using the Unity3D game engine
» Scripted game features include in-game menus, collision indication, saved game progress, custom models and sounds
» Implemented render culling algorithms to reduce latency and optimize for mobile devices
» Licensed rights to a private game studio for future development and commercial release