

# Justin Michael Cano

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## EDUCATION

### Computer Engineering, B.S.

Jun 2014

University of California, Riverside, *Riverside, CA*

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## WORK EXPERIENCE

### Software Engineer, *Loqate*

Nov 2014-Present

- Communicate effectively with prospects, partners and customers
- Investigate, replicate, test and solve incoming customer cases
- Work with partners to understand their requirements
- Implement a simple regular expression matcher to improve country output formatting

### Embedded Systems Developer, *University of California, Riverside*

Jun 2014-Jul 2014

- Developed a Raspberry Pi camcorder for the University of California, Riverside Entomology Department in order to successfully capture footage of insect eggs in remote urban and agriculture environments to look for natural predators of the Brown Marmorated Stink Bug
- Worked closely and diligently with a UCR Entomologist to develop a low-powered dedicated device to meet the needs of his product specifications
- Specifications include developing a low-powered dedicated device to record HD video at certain times of the day and save recordings to an external mounted hard drive

### Software Engineer Intern, *JetHead Development*

Jun 2013-Sep 2013

- Software development in C++ for Set-Top-Box integration services involving sophisticated middleware solutions
  - Debugged the company's RVU client application; Issue tracking communication through JIRA
  - Worked with Broadcom embedded systems
  - 'Board Bring Up', including powering up, mounting, and flashing the board using SSH and/or serial communication
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## ACADEMIC PROJECTS

### 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, and 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

### Learning Thermostat, *Senior Design Project in Electrical Engineering (Embedded Systems)*

Sep 2014-Jun 2014

- Developed our own version of the Nest Learning Thermostat using a Raspberry Pi and an Arduino
  - Pi and Arduino communication via XBee wireless standard
  - Web app interface developed on LAMP stack with custom made PHP API
  - "Better Feature" includes polling for registered devices on the local network to determine "Home" or "Away" mode
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## PERSONAL PROJECTS

### MyReel

- A web app to keep track of your favorite movies and recommends which new movies you might like. Built with Python and Django.

### Blitz, *Powered by Spritz™*

- A web app that allows users to upload ebooks to read with Spritz reading technology. Built with Ruby on Rails using AWS S3.

### Coursera Certificates of Completion

- Machine Learning
- Mining Massive Datasets
- Learning How to Learn: Powerful mental tools to help you master tough subjects

## ACTIVITIES

### Evernote Coding Challenge

Sep 2014

- Participated in the Evernote Coding Challenge, hosted on HackerRank. Successfully implemented a Python solution and received 100/100 points

### Salesforce \$1 Million Hackathon

Oct 2014

- Created Silver Cloud – an enterprise solution for prospecting local clients using the Force.com API and Heroku