justin**cano**

software engineer and maker

about

jcano.me
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(650) 318-1553
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skills

python, ruby, javascript, c++, objective-c, git, html5, css3, aws s3, object oriented design, model view controller design

interests

big data, graphic games, embedded systems, infrastructure, design, technology, machine learning, data mining, & (lots of) coding

activities

Oct 2014
Salesforce $1 Million Hackathon
Silver Cloud – an enterprise solution for prospecting local clients using the Force.com API and Heroku

Sep 2014
Evernote Coding Challenge
Participated in the Evernote Coding Challenge, hosted on HackerRank. Successfully implemented a Python solution and received 100/100 points

Sep 2014
Kairos Retreat Leader
Volunteered as a leader for a week long spiritual youth retreat known as Kairos, hosted by Archbishop Riordan High School (my alma mater)

education

University of California, Riverside
B.S. Computer Engineering   CGPA: 3.109   June 2014

work experience

Embedded Systems Developer *UC 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

Software Engineer Intern *JetHead Development, Inc.*   Jun 2013 – Sep 2013
- Attended daily meetings to discuss productivity and other topics in a Scrum methodology
- Software Development in C++ for Set-Top-Box integration services involving sophisticated middleware solutions
- Debugging of 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

projects

To the Top   Apr 2014 – Jun 2014
Senior Design Project in Computer Science (Graphics and Electronic Games)
- 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   Sep 2013 – Jun 2014
Senior Design Project in Electrical Engineering (Embedded Systems)
- Developed our own version of the Nest Learning Thermostat using a Raspberry Pi and an Arduino Uno implemented with a multithreaded Python program
- 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

recent side projects

Sep 2014 – present
Coursera Online Education
Currently taking two Stanford classes on the Coursera portal:
Machine Learning
Mining Massive Datasets

Aug 2014
Blitz, PoweredbySpritz™
An online eBook to plain text renderer integrated with Spritz reading technology.
http://www.blitz.pw

Aug 2014
Projects Blog
A blog to showcase my projects. Built with Ruby on Rails.
http://blog.jcano.me