



# justincano

software engineer and maker

## education

**University of California, Riverside**

**B.S. Computer Engineering**

CGPA: 3.109

June 2014

## work experience

**Customer Support Engineer** *Loqate, Inc.*

Nov 2014 – Present

- Analyze and process country-specific query tokens using lexical patterns
- Create context rules to determine categories/fields these tokens belong to
- Communicate effectively with prospects, partners and customers
- Investigate, replicate, test and solve incoming customer cases
- Work with partners to understand their requirements

**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

## about

justincano.me

github/hyperbit

linkedin/in/justincano

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(650) 318-1553

(650) 255-0098

## 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)