



JUSTIN CANO

SOFTWARE ENGINEER

CONTACT

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SKILLS

python, javascript, c/c++,
objective-c, swift, git, svn,
html5, css3, aws s3, internet of
things, object oriented design,
mvc design

INTERESTS

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

EXPERIENCE

Software 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 System 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

Software Engineer Intern

JetHead Development

Jun 2013 - Sep 2013

- » 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
- » 'Board Bring Up', including powering up, mounting, and flashing the board using SSH and/or serial communication

EDUCATION

B.S. Computer Engineering

University of California, Riverside

GPA: 3.109

Jun 2014

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
- » 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