Justin Michael Cano

Software Engineer

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EDUCATION

Computer Engineering, B.S. *Jun 2014*
University of California, Riverside

WORK EXPERIENCE

Software Engineer, *Loqate, Inc.* *Nov 2014 - Present*

» Working a customer-facing role as a Software Engineer on the Support Team to communicate effectively with prospects, partners, and customers
» Investigate, replicate, test, and solve incoming customer case issues
» Designed and developed the first Unit Tests for the official release process using the googletest C++ Testing Framework
» Implemented a small 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 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 create a low-powered dedicated device to meet the needs of his product specifications
» Specifications include programming a Raspberry Pi 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
» 'Board Bring Up', including powering up, mounting, and flashing the board using SSH and/or serial communication

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

TECHNICAL SKILLS

» C/C++/C#
» Python
» Javascript
» Objective-C/ Swift
» HTML5/CSS3
» Git/SVN
» AWS S3
» Object Oriented Design
» Model View Controller

Coursera Certificates of Completion

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

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

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 Hackathon *Oct 2014*
Created ***Silver Cloud*** – an enterprise solution for prospecting local clients using the Force.com API and Heroku