Justin Michael Cano
Software Engineer

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WORK EXPERIENCE

Software Data Engineer, Rally Health, *San Francisco, CA*   *Sep 2015 – Present*
- » Software Engineer on the Data Team, working on the back-end data pipeline infrastructure for analytics
- » Set up alerts to monitor pipeline health and reliability
- » Maintain software libraries that serve as entry points to our analytics pipeline
- » Support Business Analysts in writing and maintaining Airflow DAGs for scheduled data processing jobs
- » Project ownership of a "data-as-a-service" web app that serves as the backend to our Care Checklist product

Data Engineering Fellow, Insight Data Science, *Palo Alto, CA*   *Jun 2015- Jul 2015*
- » Selected as 1 of 21 individuals to participate in a Data Engineering Fellowship to learn how to use and implement Big Data tools such as Hadoop and Spark
- » Built a data pipeline that extracts and builds a hyperlink graph from Common Crawl's April 2015 web corpus
- » Hyperlink graph created using Spark's built in GraphX library, with processed data stored in HBase as a serving layer

Software Engineer, Loqate, *San Mateo, CA*   *Nov 2014-May 2015*
- » Software Engineer on the Support Team, communicating effectively with prospects, partners and customers
- » Investigate, replicate, test and solve incoming customer cases
- » Work with partners to understand their requirements
- » Implemented a simple regular expression matcher to improve country output formatting

Embedded Systems Developer, University of California, Riverside, *Riverside, CA*   *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 to aid in their research, *http://www.jcano.me/dl/Kistner-et-al.pdf*
- » 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, *Carlsbad, CA*   *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

EDUCATION

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

PERSONAL PROJECTS

mentionify.js, *http://jcano.me/mentionify.js*   *Aug 2015*
- » An open source JavaScript library that renders @'s in the DOM's text to social media profile links
- » Developed for practicing JavaScript development
- » Published to the npm registry

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 possible commercial release