

Justin McLennan
3958 Wood Way
Port Coquitlam, BC V3B 4B4

778.229.3503 (cell)
justin.mcle@gmail.com
<https://github.com/J-O-K-E-R>

Programming Skills

Languages: Python, C/C++, C#, Java, JavaScript, Lua, Groovy, SQL, Json

Tools: Jira, Unity, SQL, .NET Framework, Jenkins, Elasticsearch, Unix/Linux, Node.js

Technical Experience

EA Vancouver/Keywords Studio

Associate Software Engineer

Technologies

FIFA & NHL 20/21/22

Oct. 2019 - Present

Groovy, Jenkins, C#, Java, Elasticsearch, Json, Jira

- **Automation Team:** Maintained and developed automated scripts for projects using C#. Collaborated with development and cross-functional teams to troubleshoot and perform root cause analysis. Assisted with the designing, coding and execution of automated test scripts using Jenkins and Groovy. Maintained documentation of test results to assist in debugging and modification of software. Coordinated with scrum team and development counterparts in overseeing bug tracking, test prioritization, test automation and release. Performed peer code reviews.

EA Vancouver/Keywords Studio

Development Support

Technologies

NHL 19/20

Aug. 2018 - Oct. 2019

Jira, Devtrack, VBA, Excel, Hansoft

- **NHL Hockey Ultimate Team:** Created and managed test plans specific to the Hockey Ultimate Team and Live areas. Assessed and progressed Issues flagged through automation. Coordinated with team members daily on regression, smoke testing and checklist completion to verify stability and identify issues. Monitored, escalated and regressed live issues appropriately. Assisted Producers and Developers with designing improvements and game features.

Panoramic Software, Inc.

Software Developer - Practicum

Technologies

Langley, BC

Apr. 2016 - Aug. 2016

C#, Xamarin, UWP, Cortana API, NGraphics

- **Calc Pro HD:** Created a speech recognition library using the Cortana API. Converted a Universal Windows Platform Calculator Application to a Xamarin Application. Implemented NGraphics into project for UI Widgets.

Projects

Jabber BCIT: A social media application for BCIT using a Model-View-Controller architecture. Used JQuery to create the front-end of our application. Created using an Agile development cycle with daily scrum meetings.

City Simulator: Team lead for the Server team. Built using .Net Framework and Unity with HoloLens support. Experienced an Agile development cycle with daily scrum meetings. Delegated tasks to appropriate team members, speeding up incident handling. A client-server time based simulation with procedural generated expansion and a basic supply & demand economy.

Education

British Columbia Institute of Technology

Associate's Degree (Diploma) Computer Systems Technology

Designated class representative

Burnaby, BC

Sep. 2014 - Dec. 2017