

# Justin Stephenson

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Portfolio: <https://justinstephenson.github.io>

## EDUCATION

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### York University, Canada

Honours Bachelor's of Science, Computer Science

**Graduated: April 2021**

### Centennial College, Canada

Ontario College Advanced Diploma, Electronic Engineering

**Graduated: May 2014**

## SKILLS

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- Programming Languages: Java, C#, SQL, JavaScript, Typescript, HTML, and CSS
- Frameworks/Tools: Git, REST, React.js, Redux.js, and SCSS
- Atlassian Stack: Confluence, JIRA, and Bamboo
- Operating Systems: Windows, Linux, Android, and iOS
- Experienced with Agile project workflow and SDLC
- Advanced knowledge of design, implementation, and the analysis of data structures and algorithms
- Excellent written and verbal communication skills

## SOFTWARE PROJECTS

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### Streaming Application - Web App - [https://github.com/JustinStephenson/Streaming\\_App](https://github.com/JustinStephenson/Streaming_App)

- Full stack web app built with React, JSON Server, and Node-Media-Server that allows users to stream their desktop to the web easily with any streaming service
- The app utilizes libraries such as flv.js, react-router-dom, redux, and axios
- Makes use of Google authentication to keep track of the user

### Projects Developed in Unity Game Engine

- Designed and implemented Android games using C# in the Unity game engine
- Applications published on the Google Play Store includes monetization using Google AdMob API

### Unity Game - Prime Defence - [https://github.com/JustinStephenson/Prime\\_Defence](https://github.com/JustinStephenson/Prime_Defence)

- Created engaging gameplay that incorporates mixing and matching colors in a fun way
- Designed a clean and consistent UI
- Implemented leaderboard and micro-transaction functionality

### Unity Game - Aerial Invasion - [https://github.com/JustinStephenson/Aerial\\_Invasion](https://github.com/JustinStephenson/Aerial_Invasion)

- Entertaining game that includes simple controls and easily understood mechanics
- Includes in-game currency system that can be used to purchase cosmetics/skins for the game

## WORK EXPERIENCE

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### Test Automation Engineer; Internship: Univeris

**May 2020 – August 2021**

- Produced numerous UI tests with Java using internal framework based on Selenium and TestNG
- Analysed and fixed bugs found during testing
- Responsible for running integration tests and making sure testing pre-requisites were satisfied
- Accountable for doing database backups and restoration before end-to-end testing cycle
- Created Bash script to determine encoding of SQL files were UTF-8 before they went to production
- Configured servers for various testing purposes

**Data Entry; Contract:** United Way Toronto and York Region

**October 2017 – January 2018**

**Data Entry; Contract:** Cosmetics Laboratories

**March 2017 – September 2017**

**Administrative Assistant; Contract:** Gurry & White

**February 2016 – February 2017**

**Data Quality Analyst; Contract:** Royal Bank of Canada

**May 2014 – October 2015**