

Javier E. Fajardo

SOFTWARE DEVELOPER

Vancouver, British Columbia, Canada

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Summary

Excellent leadership and teamwork abilities.

Programming Languages: C++, C#, C, Python, Go, Java, Rust, Elixir, TypeScript, OCaml, Javascript, x86 Assembly.

APIs: OpenGL, Qt, Unity, Android, OpenMPI, Crypto++, Django, Unreal Engine 4, Xbox XDK, SQLite.

Tools: Visual Studio, Eclipse, Valgrind, GDB, Nvidia Nsight, StarUML, JIRA, GNU toolchain, KVM, Radare.

Languages: English and Spanish, both written and spoken.

Education

Concordia University

B.ENG. IN COMPUTER ENGINEERING

Montréal, QC, Canada

Obtained May 2017

- Cumulative GPA of 3.87/4.0 - Graduated With Distinction
- Completed the Engineering Co-operative Education Program

Experience

Microsoft Vancouver - BigPark

SOFTWARE ENGINEER

Vancouver, BC, Canada

Since Dec. 2018

- Assisting the development of Windows 10.
Technologies: C++, MFC, COM, Microsoft Active Accessibility, HyperV, Win32

Microsoft Vancouver - Storefronts Team

SOFTWARE ENGINEER

Vancouver, BC, Canada

Oct. 2017 - Nov. 2018

- Maintained the software that powers the Microsoft retail stores and responded to critical service-impacting events.
- Redesigned and implemented a proprietary Point-of-Sale System employing a micro-service architecture and several Azure services.
- Developed and tested tools and frameworks to aid rapid development and enhance consumer experience.
Technologies: C#, Python, TypeScript, UWP, SQL, CosmosDB, Azure ServiceFabric, UI Automation, ASP.NET

Microsoft Studios "The Coalition"

SOFTWARE ENGINEERING CO-OP

Vancouver, BC, Canada

Jan. 2016 - Aug. 2016

- Created a custom, proprietary system for patching game content after release.
- Worked with senior engineers in resolving crashes and performing low-level optimizations.
- Developed tools to improve iteration and enable automatic analysis and verification.
- Assisted the UI Team in implementing scenes with Model-View-ViewModel classes.
Technologies: C++, C#, Python, AMD64 Assembly, Unreal Engine 4, Visual Studio, Microsoft XDK, Perforce.

Behaviour Interactive

GAMEPLAY PROGRAMMER

Montréal, QC, Canada

Sep. 2014 - Dec. 2014

- Developed and improved features in gameplay, networking and graphics rendering.
- Worked closely with game designers on implementing new mechanics and customizations.
- Assisted in performing memory and processing optimizations to the code base.
Technologies: C#, CG, Unity, Unreal Engine 4, Visual Studio, Python, Nvidia Nsight.

Personal Projects

Kinetic Intelligent Tracking System (KITS)

Sep. 2016 - Jul. 2017

- Created a system to detect the risk of ACL injury in athletes using the Microsoft Kinect v2.
- Drafted the high-level system design and distributed tasks among teammates.
- Contributed in implementing major system components, including a simple ORM system and OpenGL graphics.
Technologies: C++, Qt, OpenGL, Crypto++, RapidJSON, SQLite, Android, Kinect SDK.

Concordia Engineering Games Machine Team 2017

Sep. 2016 - Jan. 2017

- Assisted in creating a semi-autonomous robot with an inter-disciplinary engineering team.
 - Led the software implementation component, including integration with electrical and mechanical designs.
 - Created system-critical software modules, including desktop control client, hardware drivers and code "hot-reload" logic.
- Technologies:** Java, Linux, Raspberry Pi, I2C, PWM, Python, Swing toolkit.

DotHike Android App

Sep. 2015 - Dec. 2015

- Along with three classmates, made an Android application that makes use of wearable devices
 - Created the application backend architecture, designed for extensibility and addition of new devices.
 - Drafted and developed rigorous test for all Hardware and Software components.
- Technologies:** Android SDK, SQLite3, Bluetooth LE, Google Maps API, Python, Java, Git.

Pokedex App

Feb. 2015 - Dec. 2015

- Created an application to manage collections and review game progress, to rehearse standardized software practices.
 - Led the design of features, distribution of tasks and the peer code review of major additions.
 - Designed a robust software architecture to model and store data and assets.
- Technologies:** Android SDK, SQLite3, REST API, Python, Java, Git.

Wizards of RGB

Jan. 2014 - Jul. 2015

- Worked in a four person team to develop a videogame in less than 48 hours.
 - Collaborated in developing object classes and in-game events through the Unity API using C#.
 - Performed maintenance and restructuring to publish the application through the Google Play Store.
- Technologies:** C#, Unity, Visual Studio, Audacity.

Extracurricular Activity

Concordia Software Eng. and Comp. Sci. Society VP COMPETITIONS

Montréal, QC, Canada
May 2016 to Apr. 2017

- Organized events, tryouts and practice sessions for students interested in competitive programming.
- Led teams of students and alumni representing Concordia University in IEEE Xtreme 10.0 and the Computer Science Games 2017.
- Began creating a stronger competitive programming community, centered around regular training and participation.

Kids Code Jeunesse TEACHING ASSISTANT

Montréal & Vancouver, Canada
May 2015 to Sep. 2016

- Helped children learn programming through making games by guiding them through a series of well-defined tasks.
- Technologies:** MIT Scratch.

Concordia Software Eng. and Comp. Sci. Society VP INTERNAL AFFAIRS

Montréal, QC, Canada
May 2014 to Jan. 2016

- Helped maintaining the Society's infrastructure, including servers, office space and internal documents.
- Assisted fellow executives of the society in performing their responsibilities.
- Promoted the practice of programming to other engineering disciplines.

Honors & Awards

Montréal, QC, Canada

2017 **3rd Place Capstone Project**, Concordia University, ECE Department

Montréal, QC, Canada

2016 **1st Place COEN390 Project**, Concordia University, ECE Department

Sherbrooke, QC, Canada

2015 **3rd Place in Operating Systems**, Computer Science Games

Montréal, QC, Canada

2014 **Best Health Hack**, Wearhacks & Hacking Health

Montréal, QC, Canada

2013-15 **Dean's List**, Concordia University, ENCS Faculty