

Javier E. Fajardo

SOFTWARE ENGINEER IN VANCOUVER, BRITISH COLUMBIA, CANADA

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Summary

Excellent leadership, teamwork and technical abilities.

Programming Languages: C++, C#, C, Python, Go, Java, Rust, ~~EX~~, TypeScript, OCaml, Javascript.

APIs and Frameworks: WinRT, WPF/XAML, COM, OpenGL, Qt, Unity, Unreal Engine, Android, OpenMPI, Xbox XDK, Valgrind, GDB.

Languages: English and Spanish, both written and spoken.

Education

Concordia University

B.ENG. IN COMPUTER ENGINEERING

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

Montréal, QC, Canada

Obtained May 2017

Experience

Microsoft Vancouver - OS Fundamentals

SOFTWARE ENGINEER 2

- Leading a team developing Microsoft's Operating System.

Technologies: C, C++, C#

Vancouver, BC, Canada

Since March 2020

Microsoft Vancouver - BigPark

SOFTWARE ENGINEER 2

- De-deprecated Microsoft Paint by implementing several new accessibility features and addressing software compliance items.
- Addressed numerous security and accessibility issues within Microsoft's 3D ecosystem, including Paint3D and 3D Viewer.
- Improved Microsoft Photos resulting in 50% reduction of service load to OneDrive and 10% improvement in app stability.

Technologies: C, C++, C#, Python, TypeScript, MFC, OLE/COM, Microsoft Active Accessibility, HyperV, Win32, UWP

Vancouver, BC, Canada

Dec. 2018 - Mar. 2020

Microsoft Vancouver - Storefronts Team

SOFTWARE ENGINEER

- Redesigned and implemented a Point-of-Sale System using a micro-service architecture with excellent robustness and scalability characteristics.
- Maintained the software that powers the Microsoft retail stores and responded to critical service-impacting events.
- Developed tools and frameworks to aid rapid application development and enhance consumer experience in retail stores.

Technologies: C#, Python, TypeScript, UWP, SQL, CosmosDB, Azure ServiceFabric, UI Automation, ASP.NET

Vancouver, BC, Canada

Oct. 2017 - Nov. 2018

Personal Projects

Language Benchmark Game

- Developed a toy framework to measure and compare execution speed of several languages implementing a 'real-world' task.

Technologies: Python, C++, C#, Rust, Go, Typescript, Java

Aug. 2018 - Ongoing

Kinetic Intelligent Tracking System (KITS)

- Created a modular system to detect the risk of ACL injury in athletes using the Microsoft Kinect v2.
- Drafted the high-level system design and led teammates through planning and execution.
- Implemented major system components from scratch, including an ORM system and an OpenGL graphics backend.

Technologies: C++, C#, Java, WPF, Qt, OpenGL, Crypto++, RapidJSON, SQLite, Android, Kinect SDK.

Sep. 2016 - Mar. 2018

Concordia Engineering Games Machine Team 2017

- Assisted in creating a semi-autonomous robot with an inter-disciplinary engineering team.
- Led the software sub-team from design to delivery, including complete 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.

Sep. 2016 - Jan. 2017

Extracurricular Activity

Technology Education and Literacy in Schools (TEALS)

COMPUTER LAB TEACHING ASSISTANT

- Helping high-school students take the first step in programming with an industry-relevant point-of-view.
- Assisting the class teacher with preparing content for the class and reviewing/debugging students code.

Technologies: Javascript, Java, HTML/CSS

Vancouver, BC, Canada

Since June 2019