Javier E. Fajardo

SOFTWARE DEVELOPER

Montréal, Québec, Canada

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Summary

Excellent leadership and teamwork abilities.
Programming Languages: C++, C#, C, Python, Java, LaTeX, Shell Script, Javascript.
APIs: Unity, Android, Open MPI, Django, Unreal Engine 4, Xbox XDK.
Tools: Visual Studio, Eclipse, Valgrind, GDB, Nvidia Nsight, StarUML, JIRA, GNU toolchain, KVM.
Languages: English and Spanish, both written and spoken

Education

Concordia University   *Montréal, QC, Canada*
B.ENG. IN COMPUTER ENGINEERING   *Expected May 2017*

- Member of the Institute for Co-operative Education
- Cumulative GPA of 3.9/4.0
- Dean's List from 2013 to 2015

Experience

Microsoft Studios "The Coalition"   *Vancouver, BC, Canada*
SOFTWARE ENGINEERING CO-OP   *Jan. 2016 - Aug. 2016*

- Assisted in developing Gears of War 4 as part of the UI Team and later the Engine - Core Tech Team.
- 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   *Montréal, QC, Canada*
GAMEPLAY PROGRAMMER   *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.
- Drafted short documentation of new features, improvements and other changes.
  Technologies: **C#, CG, Unity, Unreal Engine 4, Visual Studio, Python, Nvidia Nsight.**

Personal Projects

RoomGraph   *Jan. 2015 - Ongoing*

- Created a set of algorithms to attempt to model man-made environments and structures.
- Developed a cross platform framework and data model to analyze the algorithms.
  Technologies: **C++, GraphViz, Visual Studio, Make, zlib, RapidJSON.**

Pokedex App   *Feb. 2015 - Ongoing*

- Recreated the application from scratch with the same team to rehearse standard 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.**

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, REST API, Python, Java, Git.**

Echelon Planner
Jan. 2015 - Apr. 2015

- Jointly led and assisted a team of 11 colleagues to implement and document a web application.
- Performed infrastructure work to launch the application to a fully qualified domain name.
- Assisted in implementing features across the full stack of the application.
  Technologies: **Python, MySQL, Django, Twitter Bootstrap, JIRA, Git, Apache HTTP, Ubuntu Linux.**

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.**

Linux From Scratch
May 2014

- Followed steps to successfully compile the Linux Operating System from publicly available source code.
- Built a working x86 GNU toolchain for cross-compilation inside a KVM virtual machine.
- Wrote shell scripts to automate the build and testing process of each component.
  Technologies: **Linux, GNU Toolchain, glibc, QEMU/KVM, Bash, SSH.**

Extracurricular Activity

Concordia Software Eng. and Comp. Sci. Society
VP COMPETITIONS
Montréal, QC, Canada
Since May 2016

- Currently organizing events, tryouts and practice sessions for students interested in competitive programming.

Kids Code Jeunesse
TEACHING ASSISTANT
Montréal & Vancouver, Canada
Since May 2015

- 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.

FEM International
IT SUPPORT VOLUNTEER
Montréal, QC, Canada
Jan. 2013 to Apr. 2013

- Migrated all office computers to Ubuntu Linux , reconfigured for ease of use in their workplace.
- Diagnosed and solved issues affecting faulty computer hardware, providing on-site support.
- Drafted simplified documentation for troubleshooting and self-sustainment of the system.

Our Lady of Guadalupe Parrish
CATHOLIC MISSIONARY
Caracas, Venezuela
Apr. 2012

- Stayed in a community 200 kilometers from the Colombian-Venezuelan border for a week.
- Organized day-long activities to work with local children and teenagers.
- Coordinated with other missionary members to address issues within the community (violence, drugs).

Honors & Awards

2016	**1st Place COEN390 Project**, Concordia University, ECE Department	*Montréal, QC, Canada*
2015	**3rd Place in Operating Systems**, Computer Science Games	*Sherbrooke, QC, Canada*
2015	**Dean's List**, Concordia University, ENCS Faculty	*Montréal, QC, Canada*
2014	**Best Health Hack**, Wearhacks & Hacking Health	*Montréal, QC, Canada*
2014	**Judge's Pick for "Wizards of RGB"**, ETS - Montreal Game Jam	*Montréal, QC, Canada*
2014	**Dean's List**, Concordia University, ENCS Faculty	*Montréal, QC, Canada*
2013	**Dean's List**, Concordia University, ENCS Faculty	*Montréal, QC, Canada*