# 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 *Since Jan. 2016*

- Currently assisting in the development of Gears of War 4
  **Technologies**: C++, C#, Python, Unreal Engine 4, Visual Studio, XDK.

**Behaviour Interactive** *Montréal, QC, Canada*
GAME 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.

**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

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| 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* |