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, LaTeX, 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 — *Montréal, QC, Canada*
B.Eng. in Computer Engineering — *Obtained May 2017*

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

Experience

Microsoft Vancouver - OS Fundamentals — *Vancouver, BC, Canada*
Software Engineer 2 — *Since March 2020*

- Leading a team developing Microsoft's Operating System.
  Technologies: **C, C++, C#**

Microsoft Vancouver - BigPark — *Vancouver, BC, Canada*
Software Engineer 2 — *Dec. 2018 - Mar. 2020*

- 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**

Microsoft Vancouver - Storefronts Team — *Vancouver, BC, Canada*
Software Engineer — *Oct. 2017 - Nov. 2018*

- 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**

Personal Projects

Language Benchmark Game — *Aug. 2018 - Ongoing*

- 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**

Kinetic Intelligent Tracking System (KITS) — *Sep. 2016 - Mar. 2018*

- 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.**

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 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.**

Extracurricular Activity

Technology Education and Literacy in Schools (TEALS) — *Vancouver, BC, Canada*
Computer Lab Teaching Assistant — *Since June 2019*

- 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**