

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

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.

Pokedex App

Feb. 2015 - Ongoing

- Created an Android Application with a team in 24 hours during McHacks 2015.
- 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.

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.

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