Javier E. Fajardo

SOFTWARE DEVELOPER

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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

Honors & Awards

INTERNATIONAL

2014	**Finalist**, DEFCON 22nd CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2013	**Finalist**, DEFCON 21st CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2011	**Finalist**, DEFCON 19th CTF Hacking Competition World Final	*Las Vegas, U.S.A*
2012	**6th Place**, SECUINSIDE Hacking Competition World Final	*Seoul, S.Korea*

DOMESTIC

2015	**3rd Place**, WITHCON Hacking Competition Final	*Seoul, S.Korea*
2013	**Silver Prize**, KISA HDCON Hacking Competition Final	*Seoul, S.Korea*

Presentation

6th CodeEngn (Reverse Engineering Conference) *Seoul, S.Korea*
PRESENTER FOR <DEFCON 20TH : THE WAY TO GO TO LAS VEGAS> *Jul. 2012*
- Introduced CTF(Capture the Flag) hacking competition and advanced techniques and strategy for CTF

Writing

A Guide for Developers in Start-up *Facebook Page*
FOUNDER & WRITER *Jan. 2015 - PRESENT*
- Drafted daily news for developers in Korea about IT technologies, issues about start-up.

AhnLab *S.Korea*
UNDERGRADUATE STUDENT REPORTER *Oct. 2012 - Jul. 2013*
- Drafted reports about IT trends and Security issues on AhnLab Company magazine.

Program Committees

2013	**Organizer & Co-director**, 1st POSTECH Hackathon	*S.Korea*
2012	**Staff & Problem Writer**, JFF(Just for Fun) Hacking Competition	*S.Korea*