

# Javier E. Fajardo

SOFTWARE ENGINEER IN VANCOUVER, BRITISH COLUMBIA, CANADA

☎ (+1) 514-569-5597 | ✉ javier@fajardo.io | 🏠 javierfajardo.com | 📠 foxtrotzulu94 | 🌐 javierfajardo

## Summary

**Excellent leadership, teamwork and technical abilities.**

**Programming Languages:** C++, C#, C, Python, Go, Java, Rust,  $\LaTeX$ , TypeScript, OCaml, Javascript.

**APIs and Frameworks:** COM, WPF/XAML, OpenGL, Qt, Unity, Unreal Engine, Android, OpenMPI, Xbox XDK, Valgrind, GDB.

**Languages:** English and Spanish, both written and spoken.

## Education

### Concordia University

B.ENG. IN COMPUTER ENGINEERING

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

Montréal, QC, Canada

Obtained May 2017

## Experience

### Microsoft Vancouver - BigPark

SOFTWARE ENGINEER

- Participating in the development of Windows 10 and the Microsoft 3D Ecosystem.  
**Technologies:** C++, C#, Python, MFC, OLE/COM, Microsoft Active Accessibility, HyperV, Win32, UWP

Vancouver, BC, Canada

Since Dec. 2018

### Microsoft Vancouver - Storefronts Team

SOFTWARE ENGINEER

- Maintained the software that powers the Microsoft retail stores and responded to critical service-impacting events.
- Redesigned and implemented a proprietary Point-of-Sale System employing a micro-service architecture and several Azure services.
- Developed and tested tools and frameworks to aid rapid development and enhance consumer experience.  
**Technologies:** C#, Python, TypeScript, UWP, SQL, CosmosDB, Azure ServiceFabric, UI Automation, ASP.NET

Vancouver, BC, Canada

Oct. 2017 - Nov. 2018

### Microsoft Studios "The Coalition"

SOFTWARE ENGINEERING CO-OP

- 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.  
**Technologies:** C++, C#, Python, AMD64 Assembly, Unreal Engine 4, Visual Studio, Microsoft XDK, Perforce.

Vancouver, BC, Canada

Jan. 2016 - Aug. 2016

### Behaviour Interactive

GAMEPLAY PROGRAMMER

- 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 game.  
**Technologies:** C#, CG, Unity, Unreal Engine 4, Visual Studio, Python, Nvidia Nsight.

Montréal, QC, Canada

Sep. 2014 - Dec. 2014

## Personal Projects

### Kinetic Intelligent Tracking System (KITS)

- Created a 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.
- Contributed in implementing major system components, including an ORM system and an OpenGL graphics backend.  
**Technologies:** C++, Qt, OpenGL, Crypto++, RapidJSON, SQLite, Android, Kinect SDK.

Sep. 2016 - Jul. 2017

### Concordia Engineering Games Machine Team 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.

Sep. 2016 - Jan. 2017

### DotHike Android App

- 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, Bluetooth LE, Google Maps API, Python, Java, Git.

Sep. 2015 - Dec. 2015

## Pokedex App

Feb. 2015 - Dec. 2015

- Created an application to manage collections and review game progress, to practice standardized 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.

## 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.

## Extracurricular Activity

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### Concordia Software Eng. and Comp. Sci. Society

Montréal, QC, Canada

#### VP COMPETITIONS

May 2016 to Apr. 2017

- Organized events, tryouts and practice sessions for students interested in competitive programming.
- Led teams of students and alumni representing Concordia University in IEEE Xtreme 10.0 and the Computer Science Games 2017.
- Began creating a stronger competitive programming community, centered around regular training and participation.

### Kids Code Jeunesse

Montréal & Vancouver, Canada

#### TEACHING ASSISTANT

May 2015 to Sep. 2016

- 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

Montréal, QC, Canada

#### VP INTERNAL AFFAIRS

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.

## Honors & Awards

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Montréal, QC, Canada

2017 **3rd Place Capstone Project**, Concordia University, ECE Department

Montréal, QC, Canada

2016 **1st Place COEN390 Project**, Concordia University, ECE Department

Sherbrooke, QC, Canada

2015 **3rd Place in Operating Systems**, Computer Science Games

Montréal, QC, Canada

2014 **Best Health Hack**, Wearhacks & Hacking Health

Montréal, QC, Canada

2013-15 **Dean's List**, Concordia University, ENCS Faculty