

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: OpenGL, Qt, Unity, Android, OpenMPI, Crypto++, Django, Unreal Engine 4, Xbox XDK, SQLite.

Tools: Visual Studio, Eclipse, Valgrind, GDB, Nvidia Nsight, StarUML, JIRA, GNU toolchain, KVM, Radare.

Languages: English and Spanish, both written and spoken

Education

Concordia University

B.ENG. IN COMPUTER ENGINEERING

Montréal, QC, Canada

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"

SOFTWARE ENGINEERING CO-OP

Vancouver, BC, Canada

Jan. 2016 - Aug. 2016

- Assisted in developing Gears of War 4 as part of the UI Team and later the Engine - Core Tech Team.
- 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.
- Assisted the UI Team in implementing scenes with Model-View-ViewModel classes.

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

Behaviour Interactive

GAMEPLAY PROGRAMMER

Montréal, QC, Canada

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

Kinetic Intelligent Tracking System (KITS)

Sep. 2016 - Jul. 2017

- Created a system to detect the risk of ACL injury in athletes using the Microsoft Kinect v2.
- Drafted the high-level system design and distributed tasks among teammates.
- Contributed in implementing major system components, including a simple ORM system and OpenGL graphics.

Technologies: C++, 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 implementation component, including 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.

DotHike Android App

Sep. 2015 - Dec. 2015

- 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.

Pokedex App

Feb. 2015 - Dec. 2015

- Created an application to manage collections and review game progress, to rehearse 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

Concordia Software Eng. and Comp. Sci. Society

Montréal, QC, Canada

VP COMPETITIONS

Since May 2016

- Currently organizing events, tryouts and practice sessions for students interested in competitive programming.

Kids Code Jeunesse

Montréal & Vancouver, Canada

TEACHING ASSISTANT

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

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.

FEM International

Montréal, QC, Canada

IT SUPPORT VOLUNTEER

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

Caracas, Venezuela

CATHOLIC MISSIONARY

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

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