

# Javier E. Fajardo

SOFTWARE DEVELOPER

Vancouver, British Columbia, Canada

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## Summary

**Excellent leadership and teamwork abilities.**

**Programming Languages:** C++, C#, C, Python, Java, Go, Rust,  $\LaTeX$ , Shell Script, Javascript, x86 Assembly.

**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

Obtained May 2017

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

## Experience

**Microsoft Vancouver - Storefronts Team**

SOFTWARE ENGINEER

Vancouver, BC, Canada

Since Oct. 2017

- Actively maintaining the software that powers the Microsoft retail stores.
- Developing and testing proprietary tools to aid rapid development and enhance consumer experience.

**Technologies:** C#, UWP, Azure, SQL, Visual Studio, Git.

**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

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

Montréal, QC, Canada  
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 TEACHING ASSISTANT

Montréal & Vancouver, Canada  
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 VP INTERNAL AFFAIRS

Montréal, QC, Canada  
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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2017	<b>3rd Place Capstone Project</b> , Concordia University, ECE Department	Montréal, QC, Canada
2016	<b>1st Place COEN390 Project</b> , Concordia University, ECE Department	Montréal, QC, Canada
2015	<b>3rd Place in Operating Systems</b> , Computer Science Games	Sherbrooke, QC, Canada
2014	<b>Best Health Hack</b> , Wearhacks & Hacking Health	Montréal, QC, Canada
2013-15	<b>Dean's List</b> , Concordia University, ENCS Faculty	Montréal, QC, Canada