
Javier E. Fajardo

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SUMMARY OF SKILLS AND QUALIFICATIONS

- Excellent leadership and teamwork abilities
- **Operating Systems:** Linux, Windows 7/8.1/10, OpenBSD.
- **Programming Languages:** C++, C#, C, Python, Java, Shell Script, jQuery (basic).
- **Programming APIs:** Unity (C#), Android SDK (Java), Open MPI (C), Django (Python).
- **Applications:** Microsoft Visual Studio, QEMU/KVM, vmware Workstation Player, Oracle VirtualBox, GNU Compiler Collection, Android Studio, Genymotion, MySQL Workbench, StarUML, Atlassian JIRA.
- **Languages:** English and Spanish, both written and spoken

EDUCATION

Bachelor of Computer Engineering

Expected May 2017

Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Cumulative GPA of 3.9/4.3

High School Diploma Honours in Natural Sciences

2012

Santo Tomás de Villanueva School, Caracas, Venezuela

PROFESSIONAL EXPERIENCE

Software Engineering Co-Op

January 2016 – May 2016

Microsoft Studios “The Coalition”, Vancouver, BC, Canada

Technologies: C++, Unreal Engine 4

Game Programmer

September 2014 – December 2014

Behaviour Interactive, Montreal, QC, Canada

- 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

Room Graph (ongoing)

2015

- Drafted a model for a software system to build Procedurally Generated, life-like indoor environments.

Technologies: C++, GraphViz, Visual Studio.

Echelon Planner

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 the FQDN “https://echelonplanner.me”
- Assisted the implementation of front-end and back-end features, integrating both when needed.

Technologies: Python, MySQL, Django, Twitter Bootstrap, JIRA, Git, Apache HTTP, Ubuntu Linux.

Pokedex Application **2015**

- 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 asset handling system and an intuitive Graphical User Interface.

Technologies: Android SDK, SQLite3, REST API, Python, Java, Git.

Linux From Scratch **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 and C Library, QEMU/KVM, Bash, SSH.

Wizards of RGB **2014**

- 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 ACTIVITIES

Teaching Volunteer **May 2015 – December 2016**

Kids Code Jeunesse, Montreal, QC, Canada

- Guided children in learning to program for the first time with MIT Scratch.

VP Internal **May 2014 – January 2016**

Concordia University Software Engineering and Computer Science Society, Montreal, QC, Canada

- 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.

IT Support Volunteer **January 2013 – April 2013**

FEM International, Montreal, QC, Canada

- 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

Technologies: Ubuntu Linux, SSH, SMB/CIFS, Windows SysInternals.

Catholic Missionary **April 2012**

Our Lady of Guadalupe Parrish, Caracas, Venezuela

- 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)

AWARDS / HONOURS

- Awarded 3rd Place in the Operating Systems challenge of the 2015 Computer Science Games
- "Wizards of RGB!" honored as *Judge's Pick* in the Montreal Game Jam 2014
- Concordia University Faculty of Engineering and Computer Science Dean's List 2012-2013 and 2013-2014
- Received the *Concordia Memorial Golf Tournament Bursary* in 2013.