# Javier E. Fajardo

SOFTWARE ENGINEER in VANCOUVER, BRITISH COLUMBIA, CANADA

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## Summary

**Excellent leadership, teamwork and technical abilities.**
**Programming Languages**: C++, C#, C, Python, Go, Rust, LaTeX, TypeScript, Java, OCaml, Javascript.
**APIs and Frameworks**: WinRT, WPF/XAML, COM, OpenGL, Unity, Unreal Engine, Android, OpenMPI, Xbox XDK, Valgrind, GDB.
**Languages**: English and Spanish, both written and spoken.

## Education

**Concordia University**                                         *Montréal, QC, Canada*
B.ENG. IN COMPUTER ENGINEERING                                  *Obtained May 2017*

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

## Experience

**Microsoft Vancouver - OS Fundamentals**                        *Vancouver, BC, Canada*
SOFTWARE ENGINEER 2                                             *Since March 2020*

- Assisting the development of Windows by improving Memory Performance metrics and the tools to analyze them.
- Providing technical leadership and guidance in the development of new features and Azure services.
  **Technologies**: **C, C++, C#, Python, WPA, OLE/COM, .NET TraceProcessing, Azure**

**Microsoft Vancouver - BigPark**                                *Vancouver, BC, Canada*
SOFTWARE ENGINEER 2                                             *Dec. 2018 - Mar. 2020*

- De-deprecated Microsoft Paint by implementing several new accessibility features and addressing software compliance items.
- Addressed numerous security and accessibility issues within Microsoft's 3D ecosystem, including Paint3D and 3D Viewer.
- Improved Microsoft Photos resulting in 50% reduction of service load to OneDrive and 10% improvement in app stability.
  **Technologies**: **C, C++, C#, Python, TypeScript, MFC, OLE/COM, Microsoft Active Accessibility, HyperV, Win32, UWP**

**Microsoft Vancouver - Storefronts Team**                       *Vancouver, BC, Canada*
SOFTWARE ENGINEER                                              *Oct. 2017 - Nov. 2018*

- Implemented a Point-of-Sale System using a micro-service architecture with excellent robustness and scalability characteristics.
- Developed tools and frameworks to aid rapid application development and enhance consumer experience in retail stores.
  **Technologies**: **C#, Python, TypeScript, UWP, SQL, CosmosDB, Azure ServiceFabric, UI Automation, ASP.NET**

## Personal Projects

**Yōji**

- Building a GameBoy (DMG-01) emulator through interpretation focused on code correctness over raw performance.
  **Technologies**: **Python, Z80 Assembly, SDL, PyPy**

**RTS: ESP32-Based Toy Tank**

- Designed and created an RC toy using the ESP32 and Bluetooth Serial communication.
- Implemented Real-time control and software watchdog functionality using FreeRTOS.
  **Technologies**: **C/C++, FreeRTOS, PlatformIO, Python, Kotlin, Android, Fritzing**

**Language Benchmark Game**

- Developed a toy framework to measure and compare execution speed of several languages implementing a 'real-world' task.
  **Technologies**: **Python, C++, C#, Rust, Go, Typescript, Java, C**

## Volunteering

**Technology Education and Literacy in Schools (TEALS)**          *Vancouver, BC, Canada*
COMPUTER LAB TEACHING ASSISTANT                                 *Since June 2019*

- Helping high-school students take the first step in programming with an industry-relevant point-of-view.
- Assisting the class teacher with preparing content for the class and reviewing/debugging students code.
  **Technologies**: **Python, Javascript, Java, HTML/CSS**