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, 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 — *Montréal, QC, Canada*
B.Eng. in Computer Engineering — *Obtained May 2017*

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

Experience

Microsoft Vancouver - BigPark — *Vancouver, BC, Canada*
Software Engineer — *Since Dec. 2018*

- 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**

Microsoft Vancouver - Storefronts Team — *Vancouver, BC, Canada*
Software Engineer — *Oct. 2017 - Nov. 2018*

- 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**

Microsoft Studios "The Coalition" — *Vancouver, BC, Canada*
Software Engineering Co-Op — *Jan. 2016 - Aug. 2016*

- 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.**

Behaviour Interactive — *Montréal, QC, Canada*
Gameplay Programmer — *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 game.
  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 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.**

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 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.**

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 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

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

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

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

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

2014 **Best Health Hack**, Wearhacks & Hacking Health *Montréal, QC, Canada*

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