Javier E. Fajardo

SOFTWARE ENGINEER in VANCOUVER, BRITISH COLUMBIA, CANADA

✉ foxtrotzulu94@outlook.com | ⌂ javierfajardo.com | ⬡ foxtrotzulu94 | in javierefajardo

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

Respawn Entertainment   *Vancouver, BC, Canada*
SENIOR SOFTWARE ENGINEER   *Since November 2021*
- Working on Apex Legends.
  Technologies: **C, C++, Python, Lua, Squirrel, Protobuf, Linux, x64 Assembly, gdb, Xbox XDK, Sony Developer Tools, Nintendo Developer Interface**

Microsoft - OS Fundamentals   *Vancouver, BC, Canada*
SOFTWARE ENGINEER 2   *Mar. 2020 - Nov. 2021*
- Assisted the development of Windows by improving Memory Performance metrics tools such as xperf and .NET Trace Processing.
- Led efforts to conceptualize, prototype and implement an unannounced Azure Security solution for enterprise customers
- Provided technical leadership and guidance to the team in the development of new Windows features and Azure services.
  Technologies: **C, C++, C#, Rust, Python, WPA, OLE/COM, xperf, .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

Shōnen - A GameBoy Emulator
- Building a cross-platform GameBoy (DMG-01) emulator through interpretation focused on speed and accuracy.
- Created an initial reference implementation and comprehensive tooling in Python.
- Leveraging common embedded systems design patterns, including static polymorphism.
  Technologies: **C++20, C, CMake, Z80 Assembly, SDL2, OpenAL, Python**

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**

Volunteering

Technology Education and Literacy in Schools (TEALS)   *Vancouver, BC, Canada*
COMPUTER LAB TEACHING ASSISTANT   *June 2019 to June 2022*
- 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**