

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: WinRT, WPF/XAML, COM, OpenGL, Qt, Unity, Unreal Engine, Android, OpenMPI, Xbox XDK, Valgrind, GDB.

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 - BigPark

SOFTWARE ENGINEER 2

Vancouver, BC, Canada

Since Dec. 2018

- Participating in the development of Windows 10 and the Microsoft 3D Ecosystem.
Technologies: C, C++, C#, Python, TypeScript, MFC, OLE/COM, Microsoft Active Accessibility, HyperV, Win32, UWP

Microsoft Vancouver - Storefronts Team

SOFTWARE ENGINEER

Vancouver, BC, Canada

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"

SOFTWARE ENGINEERING CO-OP

Vancouver, BC, Canada

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.

Personal Projects

Language Benchmark Game

Aug. 2018 - Ongoing

- 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

Kinetic Intelligent Tracking System (KITS)

Sep. 2016 - Mar. 2018

- Created a modular 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.
- Implemented major system components from scratch, including an ORM system and an OpenGL graphics backend.
Technologies: C++, C#, Java, WPF, 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.

Extracurricular Activity

Technology Education and Literacy in Schools (TEALS)

COMPUTER LAB TEACHING ASSISTANT

Vancouver, BC, Canada

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: Javascript, Java, HTML/CSS

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

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