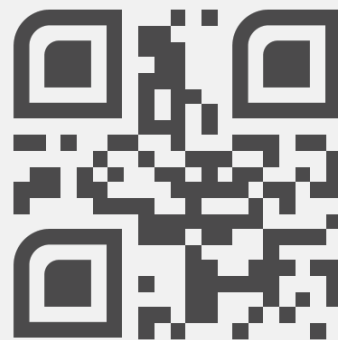
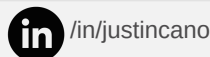


JUSTIN CANO

software engineer and tinkerer



Know me better at



Education

Jun 2014

Computer Engineering – B.S.

Bourns College of Engineering

University of California, Riverside

CGPA: 3.109

Employment

Jun 2013 – Sep 2013

JetHead Development – Software Engineer Intern

Responsibilities include:

- Software Development in C++ for Set-Top-Box integration services involving sophisticated middleware solutions
- Debugging the company's RVU client application; Issue tracking communication through JIRA
- Working with Broadcom embedded systems
- 'Board Bring Up', including powering up, mounting, and flashing the board using SSH and/or serial communication

Projects

Sep 2013 – Jun 2014

Senior Design in Electrical Engineering – Embedded Systems

Created a learning thermostat (like the Nest) using a Raspberry Pi and an Arduino Uno, guided by Professor Ping Liang. This group project features a multithreaded Python implementation that predicts when a user leaves/arrives home and automatically sets the indoor temperature according to the user's preferences. We also developed an API to interface with a web application.

May 2013 – Jun 2014

Senior Design in Computer Science –Graphics and Electronic Games

Created a runner-type mobile game using the Unity3D game engine, guided by Doctor Victor Zordan. My group developed this game from the ground up, including custom 3D models and animations and culling algorithms to reduce latency. We are currently working with Dr. Zordan to provide exclusive copyrights so his team may further develop and produce the game.

Aug 2014

Web Blog

Developed a web blog using Ruby on Rails, hosted on Heroku. I intend to use this blog to showcase my completed projects, as well as providing documentation and other detailed information about them. You can view my blog at:
<http://blog.jcano.me>

About Me

Name: Justin Cano
DOB: 07/12/1991
Mobile: (650) 255-0098
Work: (650) 318-1553
Email: jcano001@ucr.edu
Location: South San Francisco, CA
Website: <http://www.jcano.me>
Availability: Fulltime or Contract

Professional Skills

C/C++/C#/CSIM	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Objective C	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Java	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Python	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Ruby on Rails	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
MVC Design Pattern	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Object Oriented Design	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
UNIX Administration	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Team Player	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>
Communication	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>