



JUSTIN CANO

junior software engineer and maker

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SF Bay Area, CA

OBJECTIVE

To obtain a fulfilling software engineering position that will challenge me to develop new skills, sharpen existing ones, and broaden my knowledge to become an overall better engineer.

EDUCATION

University of California, Riverside

B.S. Computer Engineering

CGPA: 3.109

June 2014

Relevant Coursework: Data Structures & Algorithms, Embedded & Real-Time Systems, Operating Systems, Computer Architecture, Information Retrieval, Computer Graphics, Modeling & Simulation

EMPLOYMENT

Software Engineering Intern JetHead Development, Inc.

Jun 2013 – Sep 2013

- Attended daily meetings to discuss productivity and other topics in a Scrum methodology.
- 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 2014

To-Do List

A to-do list iOS app developed for my own learning experience.

Aug 2014

Projects Blog

A blog to showcase my projects. Built with Ruby on Rails.
<http://blog.jcano.me>

Sep 2013 – Jun 2014

Learning Thermostat

A Raspberry Pi implementation of the Nest Learning Thermostat, written as a multithreaded Python program (UCR EE Senior Design Project).

Jan 2014 – Apr 2014

Modeling and Simulation

A statistics model for calculating average waiting times of a building elevator system vs. a portal system (UCR).

May 2013 – Jun 2013

Intro. Information Retrieval

A Java implementation of a web crawler and search engine, parsed using jsoup (UCR).

Aug 2014

Blitz, PoweredbySpritz™

An online eBook to plain text renderer integrated with Spritz reading technology.
<http://www.blitz.pw>

Jun 2014 – Jul 2014

Raspberry Pi Camcorder

A dedicated device developed for the University of California, Riverside Entomology Research Department.

Apr 2014 – Jun 2014

Mobile 3D Graphics Game

A runner-style mobile game created using the Unity3D game engine (UCR CS Senior Design Project).

Sep 2013 – Dec 2013

Interm. Embedded Systems

A home automation system with an alarm clock, implemented with an ATmega1286 and Arduino Uno (UCR).

SKILLS & EXPERIENCE

C/C++/C#/CSIM

Python

Objective C

JavaScript

Ruby on Rails

PHP

Object Oriented
Design

Linux

Mac OSX

Windows

Git

HTML & CSS

Pusher

AWS S3

MVC Design Pattern

ACTIVITIES

Sep 2014

Kairos Retreat Leader

Volunteered as a leader for a week long youth retreat known as Kairos, hosted by Archbishop Riordan High School.

Sep 2012 – Feb 2013

ZΦP Executive Board Member

Served as the Associate Educator (New Member Liaison) for ZΦP, Θ Chapter. Organized new member events to ensure a smooth membership transition.