

JUSTIN CANC

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



About Me

Justin Cano Name: 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	
Java	
Python	
Ruby on Rails	$\bullet \bullet \bullet \circ \circ \circ$
HTML/CSS	$\bullet \bullet \bullet \circ \circ \circ$
Object Oriented Design	$\bullet \bullet \bullet \bullet \bigcirc \bigcirc$
UNIX Administration	
Team Player	
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