



# 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.