JUSTIN CANO

software engineer and maker

Know me better at /jcano001 /canokiid /in/justincano /hyperbit

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
Learning Thermostat
A Raspberry Pi implementation of the Nest Learning Thermostat (UCR EE Senior Design Project).

April 2014 – Jun 2014
Mobile 3D Graphics Game
A runner-style mobile game created using the Unity3D game engine (UCR CS Senior Design Project).

Aug 2014
Projects Blog
A blog to showcase my projects. Built with Ruby on Rails. http://blog.jcano.me

Jun 2014 – Jul 2014
Raspberry Pi Camcorder
A dedicated device developed for the University of California, Riverside Entomology Research Department.

Aug 2014
EZPub, PoweredbySpritz™
An online ePub to plain text renderer integrated with Spritz reading technology.

Jan 2014 – April 2014
Modeling and Simulation
A statistics model for calculating average waiting times of a building elevator system vs. a portal system (UCR).

Sep 2013 – Dec 2013
Interm. Embedded Systems
A home automation system with an alarm clock, implemented with an ATMega1286 and Arduino Uno (UCR).

May 2013 – Jun 2013
Intro. Information Retrieval
A Java implementation of a web crawler and search engine, parsed using jsoup (UCR).

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
- Objective C
- Java
- Python
- Ruby on Rails
- HTML & CSS
- Git
- UNIX Administration
- Object Oriented Design
- Team Player
- Communication