

# JUSTIN CANO

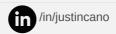
software engineer and tinkerer



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

# About Me

Name: Justin Cano
DOB: 07/12/1991
Mobile: (650) 255-0098
Email: jcano001@ucr.edu
Location: South San Francisco, CA
Website: http://www.justincano.com
Availability: Fulltime or Contract

# Professional Skills

C/C++/C#/CSIM	$\bullet \bullet \bullet \bullet \bigcirc$
Java	$\bullet$ $\bullet$ $\circ$ $\circ$ $\circ$
Python	
PHP	$\bullet$ $\bullet$ $\circ$ $\circ$ $\circ$
HTML/CSS	$\bullet \bullet \bullet \bigcirc \bigcirc \bigcirc$
Object Oriented Design	$\bullet$ $\bullet$ $\bullet$ $\circ$ $\circ$
UNIX Administration	
Team Player	$\bullet \bullet \bullet \bullet \bullet \bigcirc$
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, 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.

Jun 2014 - Jul 2014

### Raspberry Pi Camcorder

Developed a Rasbperry Pi dedicated device for the University of California, Riverside Entomology Research Department in order to successfully capture footage of insect eggs in remote urban and agriculture environments to look for natural predators of the Brown Marmorated Stink Bug.