

Justin Abuyuan

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EXPERIENCE

Full Stack Engineer

Jitto

Toronto, ON

July. 2023 – present

- Enhanced the e-commerce frontend and admin portal by refactoring and optimizing the existing codebase, while leveraging **Python** and **Bash scripting** to streamline deployments and **DevOps** processes, resulting in a more efficient and reliable application.
- Integrated and managed **AWS services**, including **Lambda**, **DynamoDB**, **API Gateway**, **CloudFront**, **CloudFormation**, and **S3**, to create a scalable and efficient backend infrastructure that supported seamless business operations and improved customer experience.

Technical Co-Lead

Queen's Google Developer Student Club

Kingston, ON

Sept. 2023 – Apr. 2024

- Co-led the technical team, directing the development of the club's website; successfully managed a team of 5 developers to deliver the project within the set timeline, resulting in a **20%** increase in online engagement.
- Organized and conducted technical workshops on **LeetCode** for GDSC members, teaching problem-solving and coding skills.

PROJECTS

Portfolio Website | *React, Next.js, TypeScript, Tailwind, AWS*

- Developed a portfolio website using **Next.js** for both frontend and backend management, integrating **DynamoDB** with **AWS Lambda** to dynamically manage and retrieve portfolio content via a custom CRUD API.

Path Pilot | *React, Express.js, Node.js, JavaScript, Twilio, Google Cloud*

- Built a web application for UTSC's Hack the Valley 8, securing a rank of **28th among 80 participating teams**.
- Integrated **Twilio API** to enable the application to send navigational directions to users via SMS, utilizing **Google Maps API** through an **Express.js** backend to source accurate and reliable directions.

Black Magic II: Phantom's Causatum | *Lua, Blender*

- Led and managed a team of visual effects artists, sound designers, and model developers in the creation of a ROBLOX game, achieving peak daily player counts of **2,000** and building a community of over **20,000 players**.
- Engineered **efficient** and **modular code** within a custom **Lua** framework, following **OOP principles** to develop robust and unique fighting game mechanics and content.

EDUCATION

University of Waterloo

Bachelor of Engineering in Management Engineering

Waterloo, ON

Sept. 2024 – Apr. 2029

TECHNICAL SKILLS

Languages: Python, C/C++, Java, Lua, HTML/CSS, JavaScript/TypeScript, TensorFlow, Bash

Frameworks: Next.js, MongoDB, Express.js, React, Django, Tailwind, Flask

Developer Tools: Git, GitHub, VS Code, Altium, Blender, AWS