Justin Abuyuan

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TECHNICAL SKILLS

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

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

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

EXPERIENCE

\$\rightarrow\$ Full Stack Engineer

Toronto, ON

Jitto

July. 2023 - present

- Enhanced the e-commerce frontend and admin portal by refactoring and optimizing the existing codebase written in **TypeScript**, 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

Kingston, ON

Queen's Google Developer Student Club

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.
- - Led a team of visual effects artists, sound designers, and model developers in the development of a successful ROBLOX game, attracting over **28.1 million** player visits and cultivating a community of more than **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

Waterloo, ON