

Justin Goping

Software Developer

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Summary of Qualifications

- Languages: Proficient with Python, Javascript, C, Turing, and Racket; Comfortable with Java and C#
- Frameworks: Angular, ASP.NET Core
- Databases: Oracle, MongoDB
- Relevant Knowledge: Git, VSTS, Agile/Scrum, Android Studio, HTML, CSS, Unit Testing, Bash, Unix

Work Experience

Software Developer | Finastra | May 2018 – August 2018

- Worked on an Agile software development team on a Web Application used for ordering cheques
- Transferred data from SQL Database to the browser by building the model and controller in .NET Core and sending it to the Angular application to display it
- Implemented new security features into the front end using RouteGuards and backend using policies and handlers so that features are protected from unauthorized users
- Wrote the creation, insertion, and deletion scripts with required documentation to set up and deploy SQL tables

Software Engineering Intern | Laborie Medical Technologies | July 2017 - August 2017

- Sourced and evaluated various Java-compatible 3D plotting libraries to implement a new acoustic measurement device to make the data easier to interpret for doctors
- Implemented the Jzy3d library into a proof of concept prototype which included integrating the new real-time 3D rendering functions
- Built and optimized efficiency of real-time weighted moving average filter with user-adjustable controls using a queue to prevent delay in the graphics

Teacher | Ebots Robotics | September 2016 - May 2017

- Gained leadership skills through role as a teacher for children from grades 2-3
- Developed communication skills by teaching simple machines through the usage of interesting Lego builds

Projects

OrigamIT | September 2017

- Created Android App using Watson Image Recognition API to identify the subject of a photo
- Wrote Java code to parse the JSON output to feed it to an origami-instruction database
- Gained experience working efficiently with a small team to finish the project in the short timespan of the hackathon

Wiki Notes | December 2016 – February 2017

- Worked with HTML, Javascript, and JQuery to develop a website used for students to upload and view study notes
- Created text boxes using Quilljs to enable notes to be typed and edited by others

Forest Flips | August 2018 – September 2018

- Developed a 3D physics-based driving game in Unity where the player tries to score points by doing stunts
- Wrote C# code to reward points for landing flips based off the amount rotated and speed of the car in the air

Achievements

- 3rd place team at MasseyHacks III, a Hackathon with ~300 students competing | 2017
- 3rd place team in the "Tech Under 20 Cup", a competition to create and pitch a product | 2017
- Qualified and attended in FLL and VEX world-level robotics championship | 2013-2017

Education

- Candidate for Bachelor of Computer Science, University of Waterloo, 2017-2022