

Justin Goping



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justingoping.com



/jgoping



/justin-goping

Technical Skills

Languages: JavaScript, C, C++, Python, Kotlin, C#, Octave

Technologies: React, AWS, Git, GraphQL, HTML, CSS, Bash, Angular, ASP.NET Core

Certifications: AWS Solutions Architect Associate, Machine Learning on Coursera

Work Experience

Capital One Software Engineer

September 2019 – December 2019

- Developed **AB Testing Framework** with ~**95% test coverage** using **React** for evaluating alternative user flows for company websites
- Launched ongoing AB testing campaign with over **600+ daily users** to test different credit card application forms
- Designed the framework with **high level abstractions** to be easily integrated into other projects
- Implemented automatic website **data verification** by receiving **Apache Kafka** data and validating it in **Python** against configurable schemas

TribalScale Software Engineer

January 2019 – April 2019

- Redesigned a **Spring Boot** backend to transform traditional endpoints into one endpoint with **GraphQL** support in order to increase customization for the different clients
- Developed features for an **Android FireTV** family radio app for iHeartRadio which included blocking content, a settings screen, and improved background animation handling
- Created a **deeplink** from the regular radio app to the family app and generated builds to send to the client for testing
- Turned designs into a functional website using **React** and **Redux** to give an old project a modern redesign

Finastra Software Developer

May 2018 – August 2018

- Worked on an Agile software development team on a Web Application used for ordering cheques
- Built model and controller in **.NET Core** to send data from **SQL Database** to the **Angular** frontend
- 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 **creation, insertion, and deletion scripts** with required documentation to set up and deploy SQL tables

Laborie Medical Technologies Software Engineer

July 2017 – August 2017

- Sourced and evaluated various Java-compatible 3D plotting libraries to implement a new **acoustic measurement device** to make data easier to interpret for doctors
- Created a prototype which included integrating **real-time 3D rendering** functions using the Jzy3d library
- Implemented real-time weighted moving average filter with user-adjustable controls to reduce choppiness of the data

Projects

AtariBot

- Set up a convolutional neural network to perform **deep reinforcement learning** on the Atari game “BrickBreaker”
- Implemented architecture described in Deepmind Papers with Python using Keras and OpenAI Gym

OnBoard

- Created a Learning Management System so that onboarding courses can be created and edited for new employees
- Set up the backend to store course content using **Node.js**, **MongoDB**, and **GraphQL** along with **React** for the frontend

Education

University of Waterloo

September 2017 – April 2022

Candidate for Bachelor of Computer Science