

Justin Goping

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Technical Skills

- Languages: JavaScript, C/C++, Python, Kotlin, C#, Octave
- Frameworks: Angular, ASP.NET Core, React
- Databases: Oracle, MongoDB
- Relevant Knowledge: Agile/Scrum, Android Studio, Bash, CSS, Git, HTML, Unit Testing, Unix, VSTS

Work Experience

TribalScale Agile 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 which included blocking content, creating a settings screen, and adding many other small features up until it was released
- Created a deeplink from the regular radio app to the family one and learned about deploying it to market
- Transformed 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
- 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

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 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

Projects

Golf Tournament AR

March 2019

- Implemented AR into an app for golf spectators to gather information on surrounding holes and players
- Connected iOS app to a Flask server so that it polls for data every 5 seconds for player GPS positions and stats

Atari Bot

March 2019 – May 2019

- Setup a convolutional neural network to perform reinforcement learning on the Atari game “BrickBreaker” using Keras with a TensorFlow backend
- Took insight from Deepmind Paper to learn about good implementation conventions for the project

OnBoard 🔄

March 2019

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

Education

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