

Justin Goping

Undergrad Computer Science | 647-202-0920 | jgoping@uwaterloo.ca | justingoping.com | github.com/jgoping | linkedin.com/justin-goping

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 Methodology, Android Studio, HTML, CSS, Unit Testing

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 as specified by a BA
- 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 holding security information into the production server

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

OrigamiIT | September 2017

- Created Android App for Hack the North 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 with Android Studio development and working with a small team throughout the Hackathon due to having to work very efficiently to create the final product in the given timespan

Wiki Notes | December 2016 – February 2017

- Gained experience with HTML, Javascript, and JQuery through contributing to the development of 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
- Worked out ways to reward points for landing flips based off the difference in angle of the car in the air and based off of the speed they are currently going for bonus points

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, Waterloo ON, 2017-2022