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: Agile/Scrum, Android Studio, Bash, CSS, Git, HTML, Unit Testing, Unix, VSTS

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 (7) | September 2017

- · Created Android App using Watson Image Recognition API to identify the subject of a photo
- \cdot 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 Quillis 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 competiting | 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 competitions | 2013-2017

Education

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