Justin ██.

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Education

University of Waterloo *Candidate for Honours Bachelor of Computer Science (BCS)*
- Relevant Courses: Algebra for Honours Mathematics (MATH 135), Calculus 1 for Honours Mathematics (MATH 137), Designing Functional Programs (CS 135)

09/2022 – 05/2027
Waterloo, ON

Experience

Vaccine Hunters Canada, Software Developer (Volunteer)

04/2021 - 03/2022
Remote

- **VaxBot**
  - Provided a chatroom interface for locating COVID-19 vaccines, used by up to **400 clients daily,** by leveraging Discord and Vaccine Ontario APIs in Python
  - Improved user experience by developing algorithm to sort appointments by convenience
  - Decreased response times by **~80%** and decreased load on Vaccine Ontario website via locally caching database of appointments
  - Maintained **Ubuntu Linux** server for operation of the bot and ensured consistent uptime
- **Find Your Immunization (FYI)**
  - Created **REST API** template with **FastAPI** in Python to allow for online access to COVID-19 vaccination appointment database later used by **over 1 million clients**
  - Managed initial development team of their "Find Your Immunization" online tool for finding vaccination appointments and held collaborative development meetings with 10-15 project members
- One of the recipients of the **Metroland 2021 Urban Hero Award** and **UofT Pillars of the Pandemic Award** for work with the Vaccine Hunters team

Projects

BetterDubs [*HackHarvard 2022*]: Desktop platform to automatically generate movie dubs   🐙 https://github.com/jman005/
- Designed & developed full PyQt5 front-end for creating dubbed videos
- Assisted server-side development via integrating machine learning model Wav2Lip

ProgrammerHumor 2019 Hackathon: Co-hosted humorously themed "Overengineering" Hackathon
- Managed hosting of official TypeScript website and updated with new information
- Through online outreach and promotion, helped obtain ~**$1000 in sponsorships** and recruit **50+ competitors**
- Oversaw judgment and review of entries

Spylike: Roguelike C++ video game in-development using a custom built engine for text-based games
- Built a modular text-based graphics and input system to render real time images in a terminal
- Created Tilemap system for generation of in-game maps

Skills

Languages: Python, C++, Java, HTML, Lua, Bash, JSON
Frameworks: Requests, Cheetah, PyQt5, FastAPI, matplotlib, ncurses, cURL, BeautifulSoup, Selenium
Tools/Workflow: Git, GitHub, Gitlab, g++, gdb, Google Firebase, Linux, Google Cloud (GCP), ffmpeg