Justin Michaud

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EDUCATION

UNIVERSITY OF WATERLOO
1B Computer Science
Sept 2016 - Present | Waterloo ON

LINKS

Portfolio:
More projects and full source code available at justinmichaud.com

LANGUAGES

Comfortable:
Java, Ruby
Somewhat Comfortable:
Rust, Javascript, Python
Have Used:
PHP • C & C++ • Racket (LISP)
Frameworks/Technologies:
EmberJS • Arduino • Android • OpenGL • Linux • TCP/UDP

INTERESTS

Music:
• 2nd Oboe for the Waterloo University Orchestra, W2016
Technical:
• Participant of Hack the North 2016, MHacks 8
• Retro computer fan; I enjoy programming in BASIC for my Commodore 64

EMPLOYMENT EXPERIENCE

PAGERDUTY | Full-Stack Software Engineering Intern
May 2017 – Aug 2017 | Toronto, ON
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SUDBURY ACTION CENTRE FOR YOUTH | Contractor
July 2016 – Aug 2016 | Sudbury, ON
• Developed web application to track clients and services using Python and Django

YMCA | Software developer & I.T. Assistant
June 2014 – Sep 2016 | Sudbury, ON
• Developed open-source remote support tool using Java and UDP hole-punching to tunnel TCP connections without port forwarding
• Built public job board using PHP and MySQL; used by hundreds of clients, 20 job counselors

PROJECTS

NES EMULATOR | Personal Project
June 2017
• Created NES emulator in Rust, capable of playing Super Mario Bros and Donkey Kong
• Includes optional one-button game transformation for Super Mario Bros
• Fully playable online using WASM and Emscripten - See portfolio

ANYSOFTKEYBOARD | Open Source Contributor
Dec 2016 - Present
• Contributed experimental Gesture Typing prototype to create the first open source swipe keyboard for Android (work in progress)
• Developed code to compare gesture input to predicted paths, tests to measure accuracy

MOTION TRACKING SPACE SHOOTER | MHacks 8 Project
Oct 2016 | Detroit, MI
• Created a shooter game for Google Cardboard with Java and OpenGL
• Used BoofCV running on a laptop to track the position of player's head, allowing them to shoot enemies and dodge obstacles