

# 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 | 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 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 games including  
Super Mario Bros and Donkey Kong
- Includes optional game modifications by hooking into memory  
operations
- Fully playable online using WASM and Emscripten - See portfolio

**ANYSOFTKEYBOARD | OPEN SOURCE CONTRIBUTOR**  
Dec 2016 - Present

- Contributed experimental gesture typing feature to create the first  
open-source swipe keyboard for Android (currently feature-flagged)
- Compares input to predicted word paths by finding path corners and  
measuring their distance

**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