

Justin Michaud

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## Professional Summary

Enthusiastic software developer who can quickly apply new skills to build maintainable solutions to problems. Experience:

- Communicating with coworkers and clients to define project requirements, create business value
- Delivering, supporting and maintaining applications for non-technical clients
- Building maintainable applications using Java, Python, PHP, HTML/CSS/JS, MySQL, as well as hardware projects with Arduino and the ESP8266

## Employment History

June 2014 to September 2016 - YMCA of Sudbury Employment Centre

General I.T. Support and Software Developer:

- Created web application that tracked camper purchases at John Island Camp. Saved ~20 hours per week in repetitive and error-prone labour and reduced errors
- Built and maintained public job board using PHP and MySQL. Eliminated redundant entry of job postings, allowed job councillors to focus on clients. Used by ~20 employees, hundreds of clients.
- Developed open-source remote support tool for John Island using Java and hole-punching. Used less bandwidth, was easier to start than existing solutions: <https://github.com/jtjj222/remote-support>
- Made Python tool to support public Linux computers. Supported guest sessions, automatic logout, and remote management. Reduced maintenance costs, increased client security and enforced usage policies

August 2016 – September 2016 - Sudbury Action Centre for Youth

Software Developer Contractor:

- Built and deployed web application to track clients, donations and visits using Python and Django
- Produced reports to gain insight into how clients use their services. Statistics allowed SACY to seek funding, find areas to improve, and eliminate manual labour – to focus on helping at-risk youth.
- Collected requirements from non-technical users, iterated frequently to refine them, and conducted user training to identify deficiencies in the software - *ensured it created value*
- Applied a new set of tools (Django, Python) quickly to a project to increase maintainability

## Interests / Projects

I enjoy everything from playing oboe to writing BASIC programs for my Commodore 64. Projects include:

- A shooter game for Google Cardboard that uses computer vision to track the position of your head. It provided a challenge working with time constraints and OpenGL: <https://github.com/jtjj222/mhacks-8-space-shooter>
- A 2000 RPM persistence of vision display that displayed text using a spinning line of LEDs. It received a large amount of interest when it was on display, and involved more precise timing code than most similar displays.
- A small Android transit application using the Sudbury Open Data API, available on F-Droid. It allowed me to contribute to Open Source and my community. <https://github.com/jtjj222/Sudbury-Transit>

## Education

September 2016 to Present – Computer Science Co-Op at the University of Waterloo