Justin Michaud

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EDUCATION

UNIVERSITY OF WATERLOO
2A Computer Science
Sept 2016 - Present | Waterloo ON

LANGUAGES

Medium Projects:
Java, Ruby, Rust
Small Projects:
Javascript, Python
Have Used:
PHP • C • C++ • Racket
Frameworks/Technologies:
EmberJS • Arduino • Android •
OpenGL • Linux

INTERESTS

• Playing Oboe with the Waterloo
University Orchestra
• Playing games on my
Commodore 64

EMPLOYMENT EXPERIENCE

PAGERDUTY | Software Engineering Intern
May 2017 – Aug 2017 | Toronto, ON
- Full stack development using Ruby, MySQL, Zookeper, Ember and iOS/Android SDKs
- Optimized queries, indexes, denormalized columns and UX to support accounts with millions of incidents

SUDBURY ACTION CENTRE FOR YOUTH | Paid Contractor
July 2016 – Aug 2016 | Sudbury, ON
- Developed web application to track clients using Python and Django

PROJECTS

NES EMULATOR | Personal Project
June 2017 - Aug 2017
- Created NES emulator in Rust, capable of playing games including Super Mario Bros and Donkey Kong
- Fully playable online using WASM and Emscripten - See portfolio

SUPER MARIO BROS. LEVEL GENERATION | Blog Post
Aug 2017
- Trained Torch-RNN on original levels; Modified emulator to load generated levels
- Wrote detailed blog post documenting how to replicate results

ANYSOFTKEYBOARD | Open Source Contributor
Dec 2016 - Present
- Contributed gesture typing feature to create first open-source swipe keyboard for Android (development builds only)

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