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 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 to create the first open-source swipe keyboard for Android
  • 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