

# 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

## SKILLS

### PROGRAMMING

Over 10000 lines:

Java

Over 1000 lines:

PHP • Python • C

Have Used:

Racket (LISP) • Ruby • SQL

Frameworks/Tools:

Arduino • Android • OpenGL • Linux  
• TCP/UDP

### SOFT SKILLS

- Experience collecting requirements from non-technical users (see contract work)

## INTERESTS

**Music:**

- 2nd Oboe for the Waterloo University Orchestra, W2016

**Technical:**

- Participant of Hack the North 2016, MHacks 8, TerribleHacks 2016

- BASIC programming on my Commodore 64

**Community Involvement:**

- 2010 United Way Campaign Chair

## EMPLOYMENT EXPERIENCE

**PAGERDUTY | SOFTWARE ENGINEERING INTERN**  
May 2017 – Aug 2017 | Toronto, ON

**SUDBURY ACTION CENTRE FOR YOUTH | CONTRACTOR**  
July 2016 – Aug 2016 | Sudbury, ON

- Developed Django application to track clients and services
- Collected requirements/feedback to ensure business value was created
- Quickly applied new tools (Python and Django) to increase maintainability

**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 counsellors
- Introduced templates to separate display and business logic, eliminate XSS and CSRF
- Introduced prepared queries to eliminate SQL injection

## PROJECTS

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

- Contributed Gesture Typing feature to the AnySoftKeyboard project to create the first open source swipe keyboard for Android (work in progress)
- Developed code to match gesture input to predicted paths, test suite 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