Justin Michaud

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EDUCATION

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

LINKS

Portfolio:
More projects and full source code available at justinmichaud.com

LANGUAGES

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

BLOG POSTS

• Super Mario Bros. Level Generation Using Torch-RNN

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

- In progress

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 - Aug 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
- Allows exporting training data and importing levels generated using Torch-RNN - See portfolio/blog
- 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