Justin Michaud

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EDUCATION

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

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, Contractor   Aug 2016 | Sudbury, ON
- Developed web application to track clients using barcodes, with Python and Django

YMCA, I.T. Assistant   June 2014 – Aug 2016 | Sudbury, ON
- Developed public job board using PHP, Twig and MySQL; used by hundreds of clients, 20 job counselors
- Built remote support tool that used UDP hole-punching to tunnel TCP connections without port forwarding

PROJECTS   More at justinmichaud.com

NES EMULATOR   Rust, 6502 ASM
- Created NES emulator capable of playing Super Mario Bros, Donkey Kong
- Included game modifications for Super Mario Bros. not possible on original hardware

ANYSOFTKEYBOARD   Java | Contributor
- Contributed gesture typing feature to create first open source swipe keyboard for Android (development builds only)

ML LEVEL GENERATION   Rust, Torch-RNN
- Trained Torch-RNN on Super Mario Bros. levels
- Modified emulator to import generated levels
- Wrote blog post documenting results

VR SPACE SHOOTER   Java, OpenGL
- Used Google Cardboard + BoofCV on a laptop to track the position of player's head, allowing them to shoot enemies and dodge obstacles

SKILLS

Medium Projects:	Java, Ruby, Rust, Android, MySQL
Small Projects:	C++, Python, ElasticSearch, Arduino, Javascript, EmberJS, iOS
Have Used:	PHP, C, Racket

INTERESTS

Oboe with Orchestra@UWaterloo and UW concert band club, playing games on my Commodore 64