

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:
ECMAScript 6, Python
Have Used:
Rust • PHP • 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
Community Involvement:
• FOSS Advocate and Linux User
• 2010 United Way Campaign Chair

EMPLOYMENT EXPERIENCE

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

- TODO
- TODO
- TODO
- TODO
- TODO
- TODO

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

- Developed web application to track clients and services 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

COMING SOON | PERSONAL PROJECT
June 2017 - Present

- TODO
- TODO
- TODO
- TODO

ANYSOFTKEYBOARD | OPEN SOURCE CONTRIBUTOR
Dec 2016 - Present

- Contributed experimental Gesture Typing feature to create the first
open source swipe keyboard for Android (not released yet)
- Developed code to compare gesture input to predicted paths, tests 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