Justin Michaud

Portfolio: http://justinmichaud.com Github: http://github.com/jtjj222/
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Summary

Enthusiastic software developer who can quickly apply new skills to deliver business value. Experience:

- Communicating with coworkers/clients to define project requirements
- Developing web, Android, Linux and cross-platform desktop applications
- Experience with: Java, Python, PHP, SQL, and the Arduino platform

Employment History

August 2016 – September 2016 - Sudbury Action Centre for Youth
Software Development Contractor:

- Built and deployed web application to track clients and donations using Python and Django
- Data allowed SACY to seek funding, find areas to improve, and focus on helping at-risk youth.
- Collected requirements from non-technical users, iterated frequently, and ensured value was created

June 2014 to September 2016 - YMCA of Sudbury Employment Centre
Software Developer and I.T. Support:

- Developed open-source support tool for remote John Island Camp using Java and Netty. UDP hole-punching was used to forward TCP connections without port forwarding. Used less bandwidth and was easier to start than existing solutions.
- Built and maintained public job board using PHP and MySQL, used by hundreds of clients. Saved ~20 job councillors time so they can focus on clients.
- Made Python scripts to manage public resource Linux computers. Supported guest sessions, automatic logout, and remote management. Reduced maintenance costs, increased security, and enforced usage policies.
- Created web application that tracked camper purchases at John Island Camp, saving ~20 hours per week in repetitive and error-prone calculations, and producing actionable statistics.

Interests / Projects

I enjoy everything from playing oboe to writing BASIC programs for my Commodore 64 to messing around with lasers at Hack the North.

- Contributed to the AnySoftKeyboard project to create the first Open Source swipe keyboard for Android. I wrote code that generates simulated paths for possible words and compares them to the user input. I am currently working with the maintainer to integrate, test and improve it.
- Created a shooter game for Google Cardboard with Java and OpenGL that uses BoofCV running on a laptop to track the position of your head, allowing you to shoot enemies and dodge obstacles.
- Work in progress: I am working to create cheap, DIY VR motion tracking, using mirrors to scan line-lasers across the room and IR to synchronize the emmiter/receiver.

More details and source code available at http://justinmichaud.com

Education

September 2016 to Present – Computer Science Co-Op at the University of Waterloo