Justin Michaud

justinmichaud.com justin@justinmichaud.com | 226-505-5463 | github.com/justinmichaud

FDUCATION

UNIVERSITY OF WATERLOO 2A COMPUTER SCIENCE

Sept 2016 - Present | Waterloo ON

BLOG POSTS

 Super Mario Bros. Level Generation Using Torch-RNN

LINKS

Portfolio:

More projects and full source code available at justinmichaud.com

LANGUAGES

Medium Projects: Java, Ruby, Rust Small Projects: Javascript, Python Have Used:

PHP • C & C++ • Racket (LISP)
Frameworks/Technologies:
EmberJS • Arduino • Android •
OpenGL • Linux

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

FMPI OYMENT 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 hundreds of thousands of incidents

SUDBURY ACTION CENTRE FOR YOUTH | PAID CONTRACTOR

July 2016 - Aug 2016 | Sudbury, ON

• Developed web application to track clients using Python and Django

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 importing/exporting Super Mario Bros levels, used in machine learning project (see blog)
- Fully playable online using WASM and Emscripten See portfolio

ANYSOFTKEYBOARD | OPEN SOURCE CONTRIBUTOR

Dec 2016 - Present

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

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