Justin Michaud

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FDUCATION

UNIVERSITY OF WATERLOO 1B COMPUTER SCIENCE

Sept 2016 - Present | Waterloo ON

SKILLS

PROGRAMMING

Over 10000 lines:

Java

Over 1000 lines:

PHP • Python • C

Have Used:

Racket (LISP) • Ruby • SQL

Frameworks/Tools:

Arduino • Android • OpenGL •

Linux • TCP/UDP

SOFT SKILLS

• Experience collecting requirements from non-technical users (see contract work)

INTERESTS

Music:

2nd Oboe for the Waterloo
 University Orchestra, Jan 2017 –
 Present

Technical:

- Participant of Hack the North 2016, MHacks 8, TerribleHacks 2016
- Writing BASIC programs for my Commodore 64

Community Involvement:

• 2010 United Way Campaign Chair

EMPLOYMENT EXPERIENCE

UNIVERSITY OF WATERLOO PAGERDUTY | SOFTWARE ENGINEERING INTERN

May 2017 - Aug 2017 | Toronto, ON

SUDBURY ACTION CENTRE FOR YOUTH | CONTRACTOR

July 2016 - Aug 2016 | Sudbury, ON

- Developed/deployed web application to track clients, donations and services
- Applied new tools (Python and Django) quickly to increase maintainability
- Eliminated a labour shift, produced data to seek funding and find areas to improve
- Collected requirements and feedback to ensure business value was created

YMCA | SOFTWARE DEVELOPER & I.T. ASSISTANT

June 2014 - Sep 2016 | Sudbury, ON

- Developed open-source remote support tool using Java, Netty and UDP hole-punching to tunnel TCP connections without port forwarding; Used less data, was easier to use than existing solutions
- Built public job board using PHP and MySQL; used by hundreds of clients, 20 job counsellors
- Introduced Twig templates to separate display and business logic, eliminate XSS and CSRF
- Introduced prepared queries to eliminate SQL injection
- Wrote Python scripts to manage public resource Linux computers with automatic logout, and remote management

PROJECTS

ANYSOFTKEYBOARD | OPEN SOURCE CONTRIBUTOR

Dec 2016 - Present

- Contributed Gesture Typing feature to the AnySoftKeyboard project to create the first open source swipe keyboard for Android (work in progress)
- Developed code to match gesture input to predicted paths, test suite 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
- Uses BoofCV running on a laptop to track the position of player's head, allowing them to shoot enemies and dodge obstacles
- Full source code at justinmichaud.com