Justin Michaud

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

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

- Communicating with coworkers and clients to define and refine project requirements
- Delivering, supporting and maintaining applications for non-technical clients
- Worked with: Java, Python, PHP, HTML/CSS/JS, MySQL, Android, Arduino

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
- It produced reports allowing SACY to gain insight into how clients use their services, seek funding, find areas to improve, eliminate manual labour and focus on helping at-risk youth.
- Collected requirements from non-technical users, iterated frequently to refine them - *ensured it created value*

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

- Created web application that tracked camper purchases at John Island Camp, saving ~20 hours per week in repetitive and error-prone labour and reducing errors
- Built and maintained public job board using PHP and MySQL, used by hundreds of clients. Saved job councillors time so they can focus on clients.
- Developed open-source support tool for remote John Island Camp using Java and UDP hole-punching. Used less bandwidth, was easier to start than existing solutions.
- Made Python tools to support public Linux computers. Supported guest sessions, automatic logout, and remote management. Reduced maintenance costs, increased security and enforced usage policies

Interests / Projects

I enjoy everything from playing oboe to writing BASIC programs for my Commodore 64. I enjoyed participating in hackathons including Hack the North and Mhacks. Projects include:

- Contributed code for gesture typing to the AnySoftKeyboard project, now the first Open Source swipe keyboard for Android. I handled generating simulated paths for possible words and comparing them to the user input, and worked together with the maintainer to integrate it create unit tests.
- A shooter game for Google Cardboard that uses computer vision to track the position of your head. It provided a challenge working with time constraints and OpenGL.
- Work in progress: I am working to create cheap 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