

Julian Salvador

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EDUCATION

University of Waterloo

Bachelor of Applied Sciences in Computer Engineering

Expected Graduation: April 2030

Waterloo, ON

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, TypeScript, SQL, HTML, CSS

Technologies: React, Node.js, Next.js, Flask, Selenium, BeautifulSoup, TailwindCSS, FastAPI, MongoDB, PostgreSQL

Development Tools: Git, VS Code, Bash, Linux, ChatGPT, Cursor

EXPERIENCE

Software Developer

UW Orbital

Sep 2025 – Present

Waterloo, ON

- Developed a data validation system in **Python** for satellite latitude and longitude, ensuring accurate telemetry.
- Automated validation of **FastAPI** Endpoints, reducing review time by 50% and increasing workflow reliability.

STEM Instructor

Simon Fraser University Faculty of Applied Sciences

July 2024 – Aug 2025

Burnaby, BC

- Delivered **10+** hands-on STEM workshops to K–8 students, fostering foundational learning.
- Taught web development using **HTML**, **CSS** and **JS** to students in Grades 6–8 through coding projects.
- Guided students through hands-on **Arduino** projects, introducing circuit design.

PROJECTS

JakeGen | *React.js, WASM, Typst*

Sep 2025

- Developed a resume generator that compiles user inputs into PDF resumes using **Typst** **WASM** rendering.
- Designed a dynamic **React** form system with enabling real-time customization and preview.
- Optimized build pipeline with **Vite** for rapid development, reducing PDF generation latency by 40%.

QuickFlix | *Python, Tkinter*

Aug 2025

- Developed a Photo Management Tool that renames JPEG files by date to simplify photo organization.
- Automated **JPEG** file renaming by extracting EXIF timestamps, reducing manual sorting time by **90%**.
- Built a **Tkinter** GUI enabling batch renaming of photo libraries up to 1,000+ files in one run.

BigWayScraper | *Python, Playwright, Selenium*

July 2025

- Created a **Python** scraper using **Selenium**, collecting waitlist data from Hot Pot restaurants.
- Created a dynamic-page scraping system with **Playwright**, capable of handling multiple asynchronous requests.
- Optimized workflow for speed, processing 10+ websites in under 5 seconds.

Minesweeper | *HTML, CSS, JS*

May 2025

- Engineered a fully interactive Minesweeper game using **HTML**, **CSS**, and **JS**.
- Built a dynamic grid system with adjustable difficulty settings and real-time **DOM** updates.
- Implemented left-click cell reveal and right-click flagging logic with event listeners and state management.
- Developed recursive mine-reveal **algorithm** and adjacent mine count logic for authentic gameplay.

WiiGym | *React.js, Express.js, MediaPipe, WebRTC, Socket.io*

Jan 2024

- Built a fitness web app using **MediaPipe**, **WebRTC**, and **Socket.IO** for push-up tracking in group workouts.
- Developed full-stack architecture with **React**, **Express.js**, and **MongoDB** for stats and a live leaderboard.
- Integrated **MediaPipe** Pose Estimation to track body movement and calculate reps with visual feedback.
- Enabled peer-to-peer video calls via **WebRTC** and synchronized user data using **Socket.io**.