

Justin Chhay

☎ 647-234-4608 | ✉ jchhay@uwaterloo.ca | [in linkedin.com/in/justin](https://www.linkedin.com/in/justin-chhay) | github.com/justin-chhay | 🌐 Website

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C#, SQL, JavaScript, TypeScript, HTML/CSS, MATLAB

Frameworks: Node.js, AngularJS, JUnit, .NET

Developer Tools: Git/GitHub, SQL Server, Linux, Jenkins, IntelliJ, VS Code, BitBucket

Other: Experienced with large-scale company databases, proficient in Agile (Jira & Confluence), REST APIs

EXPERIENCE

Full Stack Developer

Jan 2023 – Apr 2023

Texada Software (formerly Uptake)

Mississauga, ON

- Developed new functionalities and analyzed business requirements for flagship CAT dealer sales application serving **20,000+ users** using **TypeScript** and **C#**, increasing customer satisfaction by **40%**
- Leveraged **SQL Server** profiler & other debugging tools to pinpoint & resolve **ASP.NET** & **Javascript** front-end UI bugs, improving company flagship quoter application performance by **55%**
- Engineered custom **SQL** migration scripts and back-end business logic, maintained across **37 databases**

Software Quality Assurance Engineer

May 2022 – Aug 2022

Texada Software (formerly Uptake)

Mississauga, ON

- Developed and debugged 50+ **Java** unit tests using tools such as **RESTful API** and hash maps
- Utilized **API** & **Selenium** automation to streamline the QA process by replacing manual testing
- Discovered and fixed high-risk bug tickets through **Jira**, affecting **15+** international dealerships
- Utilized **Jenkins** to assist in biweekly regression and **Agile** testing for **5+** sales applications
- Communicated with developer team of 10 people in daily stand-ups to ensure quality control

PROJECTS

Coronavirus Statistics API Discord Bot | *Python*

May 2022 – June 2022

- Leveraged **Python Discord API wrapper** and Coronavirus statistics **API** to retrieve data and display real-time Covid-19 statistics for each country based on user inputs
- Developed a ratio algorithm that retrieves the target country's population and active cases, calculating and assigning a rank of Covid-19 case severity within the Discord Embed message object from the Bot

RPS Arcade Game Website | *HTML/CSS/JS*

Apr 2022 – May 2022

- Designed website UI and content using **HTML/CSS** and Chrome DevTools for formatting and debugging, self-taught through **the Odin Project**
- Developed game logic and browser window prompts using **JavaScript**

Geese Minesweeper | *C++*

Oct 2021 – Nov 2021

- Recreated classic minesweeper game in **C++** but with geese, with scaleable-sized board levels
- Utilized bit-shifting and flipping to control board tile states, providing data compression and efficiency

Block Dash | *C#, Unity*

Oct 2021 – Nov 2021

- Utilized **Unity** physics engine and **C#** game scripts to create simple 3D platformer
- Designed multiple levels including player collision and scoreboard for points system

EDUCATION

University of Waterloo

Sep 2021 – Present

BASc Candidate for Honours Computer Engineering

Waterloo, ON

Relevant Coursework:

- Data Structures & Algorithms, Systems Programming and Concurrency, Embedded Microprocessor Systems