Justin Chhay

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EDUCATION

University of Waterloo   Sep 2021 – Apr 2026
BASc Candidate for Honours Computer Engineering Coop   *Waterloo, ON*
- Data Structures & Algorithms, Systems Programming and Concurrency, Embedded Microprocessor Systems

EXPERIENCE

Software Developer   Sep 2023 – Present
Cineplex Entertainment LP   *Toronto, ON*
- Deployed **Azure DevOps CI/CD** pipelines for B2B marketing applications, saving **5-6 hours** weekly for developer team
- Designing front-end web application using **JavaScript** and **jQuery** to implement Keycloak's user authentication and MFA system to replace Cineplex's existing MFA solution

Full Stack Developer   Jan 2023 – Apr 2023
Texada Software (formerly Uptake)   *Mississauga, ON*
- Developed new functionalities and analyzed business requirements for flagship fleet dealer sales application serving **20,000+ users** using **TypeScript** and **C#**, increasing customer satisfaction by **20%**
- Leveraged **SQL Server** profiler & other debugging tools to pinpoint & resolve **ASP.NET** & **Javascript** front-end UI bugs, improving company flagship quoter application performance by **15%**
- Engineered **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*
- Built and debugged 50+ **Java** unit tests using tools such as **RESTful API** and hash maps
- Applied **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
- Constructed 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/Javascript*   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**, a web development course
- Developed game logic and browser window prompts using **JavaScript**

Block Dash | *C#, Unity*   Oct 2021 – Nov 2021
- Utilized **Unity** physics engine and **C#** game scripts to create simple 3D platformer
- Created multiple levels including player collision and scoreboard for points system

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, SQL, JavaScript, TypeScript, HTML/CSS
Frameworks: Node.js, AngularJS, React, JUnit, .NET
Developer Tools: Git/GitHub, SQL Server, Linux, Jenkins, MongoDB, VS Code, BitBucket, Azure DevOps
Other: Large-scale company databases, proficient in Agile (Jira & Confluence), REST APIs
Certificates: Python Data Structures and Algorithms Certification (Udemy, Scott Barnett) - Aug 2023