

JUSTIN BACIC

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EDUCATION

Carleton University

Bachelor of Computer Science

Sept 2021 – Apr 2025

Ottawa, ON

SKILLS AND FRAMEWORKS

- Programming Languages: Java, C++, C, JavaScript, C#, Python, Haskell
- Experience with Linux, SQL, HTML, Shell Scripting, Git, Java FX, Node JS, Power Automate, SharePoint
- Knowledge of: Database Management, Web Development, Network Protocols, Operating Systems, Algorithms, Data Structures

WORK & VOLUNTEER EXPERIENCE

Transport Canada

IT Developer Student

May 2023 – Apr 2024

Ottawa, ON

- Designed and implemented solutions to automate the current staffing action approval process for the department which reduced the approval time by 75% using Power Automate
- Communicated with our clients regularly to ensure that we were including all the functionality they desired, which ensured that they would be very pleased with the final product
- Helped improve the user experience and visual aspects of the department's website using SharePoint

CUSERT

Volunteer First Responder

Sept 2021 – Dec 2023

Ottawa, ON

- Created a fully automated scheduling tool using object-oriented programming in Java to track and coordinate each volunteer's schedule
- Developed a customized algorithm to meet minimum staffing requirements and reduced time required to make schedules from hours to minutes
- Mentored new responders and facilitated in allowing them to refine their skills
- Provided effective patient care in high-intensity environments with fellow responders through excellent teamwork and communication

PROJECTS

Integrated Forward Planner | Transport Canada *Power Automate, SharePoint*

Developed a user-friendly agenda planner supported by automations that aimed to streamline agenda item management and enhance collaboration and communication among government committees. Provided training and support to end-users, enabling seamless adoption of the agenda planner system, and received positive feedback for the effectiveness and efficiency of the agenda planner.

Survival Game | Game Development Class *Godot*

Led team discussions to divide work efficiently and effectively according to our strengths and abilities. Designed sprites and used sound design to enhance the experience of our game and learned how to use the local Godot scripting language to make the game more dynamic.

Web Based Curling Game | Web Development Class *JavaScript, HTML, SocketIO, CSS*

Created a socket-based server with Socket IO and JavaScript to update the game across multiple screens simultaneously which made use of a server-side database to allow for player registration. Used HTML and CSS styling to create a visually appealing and functional webpage.