

Justin J. McKendry

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Toronto, Ontario

Education

University of British Columbia

Graduated 04/2024

Bachelor's of Science in Computer Science with a minor in Psychology

Concentrations: Software engineering and development

Related Coursework: Object-Oriented Programming, Human computer Interactions, Data structures and algorithms, Database and relational management.

Projects

Mage Madness

Game developer

September 2023 - May 2024

- Developed and deployed a twin stick rouge-like game using the Unity Game engine, C#, Unity Test Framework and LootLocker API.
- Presented the game to industry leading professionals and have reached over 375 unique viewers and 180 unique players.

Just Buzzin

Project Manager and Developer

September 2023 - December 2023

- Managed and developed a board based social media platform using PHP and Javascript with AJAX for the backend to allow asynchronous updates of discussion boards.
- HTML and CSS were used to markup and style the front end.
- All data for posts and accounts was managed using SQL.

Hikr

Developer

January 2023- May 2023

- Developed a hiking database app using Android Studio. Java was used as the main programming language and all unit test were done through JUnit..

Skills

Programming: Java, Python, C#, HTML/CSS, SQL, Javascript, PHP.

Technical/Programmatic: Data Structures and Algorithms, Database and relational management.

Platforms: Windows.

Honors: Capstone Category 4 Web-Browser Game winner 2023/2024.