

**Justin J. McKendry, Software Developer**  
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## Profile

I am a Computer Science [B.Sc.](#) graduate from the University of British Columbia with hands on experience in Java, Python, C# and SQL. I have a strong background in data structures, algorithms and database and relational management combined with experience in designing, implementing and optimizing data driven applications. This skill set allows me to create efficient and innovative solutions for challenging problems. I am detail orientated and deeply passionate about fostering an environment for learning so peers and myself can excel.

## Education

- Bachelor's of Science in Computer Science (B.Sc.) Degree, minor in Psychology, University of British Columbia (UBC) – April 2024

## Technical Skills

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

**Technical/Programmatic:** Data Structures and Algorithms, Database and Relational Management, Network troubleshooting and remediation.

**Accomplishment:** Capstone Category 4 Web-Browser Game winner - 2023/2024

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

## Professional Projects

### Project #3

**Mage Madness**

**Game Software Engineer Developer**

**September 2023 - May 2024**

#### **Project description:**

Mage Madness is a top down twin stick rogue-like game that was created using the Unity Game engine, developed in C# and featured unit testing through the Unity Test Framework. Its unique focus on physics and speedrunning based gameplay was presented to over 30 industry professionals who voted it the category winner and has achieved over 350 unique players.

#### **Task and duties, included:**

- Created a comprehensive project plan that encapsulated envisioned usage, goals for milestones and the technology stack.
- Created app and user logic flow charts in figma to ensure comprehensive planning in the project plan document.
- Developed, documented and implemented features and their appropriate unit tests to meet goals for each milestone.
- Prepared user feedback forms which were distributed to 50 test users which resulted in valuable feedback and a 63% increase in user satisfaction after implemented suggested changes.
- Lead daily scrums as the Scrum master which allowed us to follow agile principles and see an increase in productivity after implementing this technique in our third week of development.
- Utilized Git as the version control system through Github to maintain a stable production version hosted on [itch.io](#) and still allow CI/CD.
- Assisted in code review and proper documentation practices to ensure the code base was easily maintainable and limit confusion when implementing changes.
- Designed, developed, implemented and documented unit test to provide 78% coverage of the code base to ensure stability of the game, menus and leaderboards.
- Prepared a slide deck and assisted in the creation of the trailer for presentation to in-industry professionals which helped result in receiving 83% of the votes for best project in category.

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**Project #2**  
**Just Buzzin**  
**Project Manager and Software Engineer Developer**  
**September 2023 - December 2023**

**Project description:**

Just Buzzin is a discussion board based social media platform developed using Docker for containers, MySQL as the DBMS combined with PHP, JavaScript and AJAX to allow asynchronous updates of discussion boards. This project contained over 500 unique accounts and 2,000 unique posts which provided challenges that gave me a greater insight into modern web applications and their large data sets.

**Task and duties, included:**

- Created a comprehensive project proposal that encapsulated envisioned usage, a list of features, different account types and the technology stack.
- Created sitemap and user logic flow charts in figma to ensure comprehensive planning in the project proposal document.
- Designed the database schema using a relational model to ensure comprehensive storage of all data used in our application.
- Developed, documented and implemented features and their appropriate unit tests.
- Utilized Git as the version control system through Github to allow CI/CD.
- Assisted in code review and proper documentation practices to ensure the code base was easily maintainable and limit confusion when implementing changes.
- Designed, developed, implemented and documented unit test to provide roughly 80% coverage of the code base to ensure stability of the front end with asynchronous updates and backend to ensure the correct information was being sent to the appropriate tables in the database.
- Researched and implemented appropriate cybersecurity practices such as two step verification and password encryption to ensure site, database and user safety.

**Project #1**  
**Hikr**  
**Software Engineer Developer**  
**January 2023 - May 2023**

**Project description:**

Hikr is a hiking trail database app which catalogs trails across Canada and allows users to add new trails, rate and provide feedback on trails and highlight a collection of their favourite trails. It was developed using Java, SQLite and Android Studio and unit tested through JUnit.

**Task and duties, included:**

- Created a comprehensive project proposal that encapsulated usability criteria, example users, different account types, a list of features and technology stack.
- Created app and user logic flow charts in figma to ensure comprehensive planning in the project proposal document.
- Created and distributed a form to evaluate heuristics which provided valuable feedback resulting in a 35% increase in user satisfaction.
- Prepared a list of sample hikes and accounts to create a baseline for testing purposes and to ensure users would begin with a populated app.
- Developed, documented and implemented features and their appropriate unit test.
- Utilized Git as the version control system through Github to allow CI/CD.
- Assisted in code review and proper documentation practices to ensure the code base was easily maintainable and limit confusion when implementing changes.
- Lead daily scrums as the Scrum master which allowed us to follow agile principles.
- Prepared a slide deck and assisted in the creation of demonstrated usage videos to be presented.