

Justin Michaud

hello@justinmichaud.com | justinmichaud.com | github.com/justinmichaud

SKILLS

Medium Projects: Java, Ruby, Rust, Android, MySQL
Small Projects: C++, Python, Elasticsearch, Arduino, Javascript, EmberJS, iOS
Have Used: PHP, C, Racket

EXPERIENCE

PAGERDUTY, SOFTWARE ENGINEERING INTERN May 2017 – Aug 2017 | Toronto, ON

- Full stack development using Ruby, MySQL, Zookeeper, Ember and iOS/Android SDKs
- Optimized queries, indexes, denormalized columns and UX to support accounts with millions of incidents

SUDBURY ACTION CENTRE FOR YOUTH, CONTRACTOR Aug 2016 | Sudbury, ON

- Developed web application to track clients using barcodes, with Python and Django

YMCA, I.T. ASSISTANT Jun 2014 – Aug 2016 | Sudbury, ON

- Developed public job board using PHP, Twig and MySQL; used by hundreds of clients, 20 job counselors
- Built remote support tool that used UDP hole-punching to tunnel TCP connections without port forwarding

PROJECTS

More at justinmichaud.com

NES EMULATOR Rust, 6502 ASM ANYSOFTKEYBOARD Java | Contributor

- Created NES emulator capable of playing Super Mario Bros, Donkey Kong
- Included game modifications for Super Mario Bros. not possible on original hardware
- Contributed gesture typing feature to create first open source swipe keyboard for Android (development builds only)

ML LEVEL GENERATION Rust, Torch-RNN VR SPACE SHOOTER Java, OpenGL

- Trained Torch-RNN on Super Mario Bros. levels
- Modified emulator to import generated levels
- Wrote blog post documenting results
- Used Google Cardboard + BoofCV on a laptop to track the position of player's head, allowing them to shoot enemies and dodge obstacles

EDUCATION

UNIVERSITY OF WATERLOO, 2A COMPUTER SCIENCE Sept 2016 - Present | Waterloo, ON

INTERESTS

Oboe with Orchestra@UWaterloo and UW concert band club, playing games on my Commodore 64