Javier E. Fajardo

SOFTWARE ENGINEER in VANCOUVER, BRITISH COLUMBIA, CANADA

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Summary

Excellent leadership, teamwork and technical abilities.
Programming Languages: C++, C#, C, Python, Go, Rust, LaTeX, TypeScript, Java, OCaml, Javascript.
APIs and Frameworks: WinRT, WPF/XAML, COM, OpenGL, Unity, Unreal Engine, Android, OpenMPI, Xbox XDK, Valgrind, GDB.
Languages: English and Spanish, both written and spoken.

Education

Concordia University   *Montréal, QC, Canada*
B.ENG. IN COMPUTER ENGINEERING   *Obtained May 2017*

- Cumulative GPA of 3.87/4.0 - Graduated With Distinction - Engineering Co-operative Education Program

Experience

Respawn Entertainment   *Vancouver, BC, Canada*
SENIOR SOFTWARE ENGINEER   *Since November 2021*
- Working on Apex Legends on a variety of networking, gameplay and engine features and improvements.
- Implemented several key online features and security protocols, including DTLS, LiveAPI and Valve Anti-DDoS.
- Helped ideate, iterate and implement Mixtape, Kill Cam, Rumbles and Bot Royale modes.
  Technologies: C, C++, Python, Lua, Squirrel, Protobuf, Linux, x64 Assembly, gdb, Xbox XDK, Sony Developer Tools, Nintendo Developer Interface

Microsoft - OS Fundamentals   *Vancouver, BC, Canada*
SOFTWARE ENGINEER 2   *Mar. 2020 - Nov. 2021*
- Assisted the development of Windows by improving Memory Performance metrics tools such as xperf and .NET Trace Processing.
- Led efforts to conceptualize, prototype and implement an unannounced Azure Security solution for enterprise customers
- Provided technical leadership and guidance to the team in the development of new Windows features and Azure services.
  Technologies: C, C++, C#, Rust, Python, WPA, OLE/COM, xperf, .NET TraceProcessing, Azure

Microsoft Vancouver - BigPark   *Vancouver, BC, Canada*
SOFTWARE ENGINEER 2   *Dec. 2018 - Mar. 2020*
- De-deprecated Microsoft Paint by implementing several new accessibility features and addressing software compliance items.
- Addressed numerous security and accessibility issues within Microsoft's 3D ecosystem, including Paint3D and 3D Viewer.
- Improved Microsoft Photos resulting in 50% reduction of service load to OneDrive and 10% improvement in app stability.
  Technologies: C, C++, C#, Python, TypeScript, MFC, OLE/COM, Microsoft Active Accessibility, HyperV, Win32, UWP

Microsoft Vancouver - Storefronts Team   *Vancouver, BC, Canada*
SOFTWARE ENGINEER   *Oct. 2017 - Nov. 2018*
- Implemented a Point-of-Sale System using a micro-service architecture with excellent robustness and scalability characteristics.
- Developed tools and frameworks to aid rapid application development and enhance consumer experience in retail stores.
  Technologies: C#, Python, TypeScript, UWP, SQL, CosmosDB, Azure ServiceFabric, UI Automation, ASP.NET

Microsoft Studios "The Coalition"   *Vancouver, BC, Canada*
SOFTWARE ENGINEERING CO-OP   *Jan. 2016 - Aug. 2016*
- Created a custom, proprietary system for patching Gears of War 4 content after release.
- Worked with senior engineers in resolving crashes and performing low-level optimizations for the release build.
  Technologies: C++, C#, Python, AMD64 Assembly, Unreal Engine 4, Visual Studio, Microsoft XDK, Perforce.

Behaviour Interactive   *Montréal, QC, Canada*
GAMEPLAY PROGRAMMER   *Sep. 2014 - Dec. 2014*
- Developed and improved features in gameplay and networking for Warhammer 40K: Eternal Crusade.
  Technologies: C#, CG, Unity, Unreal Engine 4, Visual Studio, Python, Nvidia Nsight.

Personal Projects

Shōnen - A GameBoy Emulator
- Building a cross-platform GameBoy (DMG-01) emulator through interpretation focused on speed and accuracy.
- Created an initial reference implementation and comprehensive tooling in Python.
- Leveraging common embedded systems design patterns, including static polymorphism.
  Technologies: C++20, C, CMake, Z80 Assembly, SDL2, OpenAL, Python