Justin Jean-Pierre

// software engineer
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Technologies

[languages]	Swift, Objective-C, C, C++, Python, JavaScript
[mobile]	iOS, tvOS
[web]	Node.js/Express.js, Flask, REST
[data]	MongoDB, CoreData
[process]	Git, Microsoft TFS, continuous integration, unit testing, Git flow, Jira

Education

B.Eng
Concordia University
Montreal, 2017

Bachelor of Engineering, Computer Engineering

Coursework included Programming Methodology, Data Structures and Algorithms, Operating Systems, Artificial Intelligence, and Circuit Analysis
- Capstone project: "Chroma", a 3-D, real-time, augmented-reality app
- 1st Place, Senior Design Project: An autonomous Sumo-wrestling robot
- 2nd Place, Junior Design Project: A remote-controlled racing hovercraft

M101JS
MongoDB University, 2014

MongoDB for Node.js Developers

Covered basic usage, replica sets, and sharding. (Certificate: bit.ly/jjp-m101js)

Software Development

Senior Software Engineer
Sliq Media Technologies
Montreal
2017 - present

Developed iOS and tvOS applications for "IPTV Project", a video-on-demand service.
- Present dynamic, interactive metadata during playback on Apple TV.
- Devised and implemented a communication protocol to control playback on Apple TV from a nearby iPad.
- Automated deployment from TFS code repository to TestFlight for user testing

Technology: Swift 4, 5; Xcode, XCTest, XCUITest, and Instruments; Microsoft Team Foundation Server and continuous integration; HockeyApp; git, git flow; CocoaPods; Core Bluetooth; Node.js, MongoDB, CI/CD

Tech Lead
Monsoon Company
Oakland CA — Remote
2014 - 2015

Developed iOS applications for various client projects.
- X People Meet
  - Implemented API layer and communication with authenticated web services.
  - Specified application architecture and organization.
  - Published article about Continuous Integration with Xcode. (bit.ly/xctest)
  - Participated in code reviews to ensure company standards and industry best practices.
  - Participated in interviews with potential hires.
- Mileage Tracker
  - Determine user's likely activity or state using basic AI techniques.
  - Store trip start/end times on device, upload records to client's web service.

Technology: Swift 1, 2; Objective-C; Decision trees; git, GitHub; Core Location

Software Developer Jean-Pierre Digital Various clients Montreal — Remote 2012 - 2014	Developed iPad applications for clients' promotional campaigns. • Delivered promotional and marketing applications with embedded videos. • Built a small custom quiz game with drag-and-drop UI and leaderboard. • Designed and implemented a customizable, interactive knowledge base (with web control panel for content updates) • Provided distributable .ipa files and project source code. Released through Ad hoc distribution. Technology: iOS 4, 5, 6; Xcode; UIKit; Core Animation; Objective-C; git
Mobile Software Engineer MobilityGo Montreal May - Nov. 2011	Developed iPad applications for two client projects: an interactive art/culture/fashion magazine, "Kill Magazine", a mobile purchasing and ordering application, and a monitoring tool for senior health care. • Built an infinite-scrolling UIScrollView. • Enabled upload of completed purchase orders to FTP site. • Implemented on-device signing of completed purchase orders ("swipe to sign"). Technology: iOS 4, 5; Xcode, Instruments; UIKit; Objective-C; JSON; SVN; FTP

Portfolio and Personal Projects

Chroma Academic project 2016	Augmented Reality (AR) app for iOS. Allows users to place themselves inside a 3-D "green screen" and manipulate textures on the surrounding walls.
Degrees 2015	Sample project to accompany an article about automated testing with Xcode.
Spurr 2013 - 2015	A real-time, one-to-many video streaming service • backend REST API written in JavaScript using Node.js/Express/MongoDB • iOS client written in Swift 3 • XCTest and XCUITest for unit and user interface testing • Xcode bots for integration and automation
Clean Slate 2012	A peer-to-peer micro-transaction payment app. This was a proof-of-concept for the Royal Canadian Mint's Mint Chip Challenge. • Secure programming • Peer-to-peer communication using Bump API.