

Justin Jean-Pierre

// software engineer

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Technologies	
[languages]	Swift, Objective-C, C, C++, Python
[mobile]	iOS, tvOS
[web]	Vapor, Node.js/Express.js, REST
[data]	MongoDB
[process]	Git, git flow, Azure DevOps, continuous integration, unit testing, Git flow, Agile
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 <ul style="list-style-type: none">• Capstone project: "Chroma", a 3-D, real-time, augmented-reality (AR) 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 IMS (Insurance and Mobility Solutions) Remote Feb. 2021 - present	Contributed to an SDK for iOS applications and to connect custom hardware over Bluetooth. <ul style="list-style-type: none">• Implemented features.• Wrote unit and integration tests.• Participated in code reviews.• Wrote documentation.• Interviewed potential hires and onboarded new developers. Technology: Swift 5; SPM (Swift Package Manager); XCFrameworks; Xcode, XCTest, Instruments. Azure DevOps pipelines, CI/CD; git, git flow; CoreLocation, CoreBluetooth, CoreMotion; Semantic Versioning, API design
Senior Software Engineer Sliq Media Technologies Montreal 2017 - 2021	Developed iOS and tvOS applications for <i>IPTV Project</i> , a video-on-demand service. <ul style="list-style-type: none">• 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, Instruments; Microsoft Team Foundation Server and continuous integration; HockeyApp; git, git flow; CocoaPods; Core Bluetooth; Node.js, MongoDB, CI/CD

<p>Tech Lead Monsoon Company Oakland CA – Remote 2014 - 2015</p>	<p>Developed iOS applications for various client projects.</p> <ul style="list-style-type: none"> • X People Meet <ul style="list-style-type: none"> • Implemented API layer and communication with authenticated web services for user profile and in-app messaging features. • 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 <ul style="list-style-type: none"> • 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. <p>Technology: Swift 1, 2; Objective-C; Decision trees; git, GitHub; Core Location</p>
<p>Software Developer Jean-Pierre Digital Various clients Montreal – Remote 2012 - 2014</p>	<p>Developed iPad applications for clients’ promotional campaigns.</p> <ul style="list-style-type: none"> • 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. <p>Technology: iOS 4, 5, 6; Xcode; UIKit; Core Animation; Objective-C; git</p>
<p>Mobile Software Engineer MobilityGo Montreal May - Nov. 2011</p>	<p>Contributed to iPad applications for two client projects: an interactive art/culture/fashion magazine, <i>Kill Magazine</i>; a mobile purchasing and ordering application; a monitoring tool for senior health care.</p> <ul style="list-style-type: none"> • 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”). <p>Technology: iOS 4, 5; Xcode, Instruments; UIKit; Objective-C; JSON; SVN; FTP</p>
<p>Portfolio and Personal Projects</p>	
<p>Chroma Academic project 2016</p>	<p>Augmented Reality (AR) app for iOS. Allows users to place themselves inside a 3-D “green screen” and manipulate textures on the surrounding walls.</p>
<p>Degrees 2015</p>	<p>Sample project to accompany an article about automated testing with Xcode (bit.ly/xctest)</p>
<p>Spurr 2013 - 2015</p>	<p>A real-time, one-to-many video streaming service</p> <ul style="list-style-type: none"> • Back-end 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
<p>Clean Slate 2012</p>	<p>A peer-to-peer micro-transaction payment app. This was a proof-of-concept for the Royal Canadian Mint’s <i>Mint Chip Challenge</i>.</p> <ul style="list-style-type: none"> • Secure programming • Peer-to-peer communication using Bump API.