

Justin Pope

Computer Science Student

<https://github.com/JustinPope>

Justin.Pope@sfu.ca

www.justinpope.ca

SKILLS

- **Languages:** SQL, JavaScript, Java, HTML, C, C++, Python, Powershell, MATLAB
- **Software:** Oracle, Jupyter, GitHub, GitLab, JIRA, Microsoft 365, Azure, Power BI, Tableau, Linux, Confluence, Visual Studio, Android Studio, Photoshop, Premier Pro, Visio, Project, Active Directory, Windows, SolarWinds, RDC, Cisco, Unreal Engine 4
- **Transferable:** Previous Co-op experience, willingness to train before position, attention to detail, communication skills, rapid learner, presentation skills

EDUCATION

Simon Fraser University

Spring 2020 - Present

Bachelor of Science - Computing Science Major

Simon Fraser University

Spring 2020 - Winter 2023

Business Administration Minor

WORK EXPERIENCE

Information Systems, Coordinator / New Westminster, BC

August 2021 - April 2022

YMCA of British Columbia

- Helped manage the organizations' networks through numerous different software
- Maintained and developed the organization's cyber security protocols
- Managed technical projects while working with other Co-op students

Sales Associate / North Vancouver, BC

September 2022 - Present

BC Liquor Distribution Branch

- Engaged with customers in a friendly and professional manner, building rapport and providing exceptional customer service
- Collaborated with team members to achieve collective sales goals and contributed to a positive work environment

PROJECT EXPERIENCE

Object Detection / Computer Vision

November 2023 - December 2023

Yolov8 - Python

- Created, trained, and tested a Yolov8 object detection model on a custom dataset
- Annotated a library of images taken myself with bounding boxes
- Developed a system that could differentiate between my two pet cats in real time, videos, and pictures

SQL Queries / Database Management Systems

June 2023 - Present

Jupyter Notebook - SQL

- Created and managed database tables using Data Definition Language statements
- Created and manipulated views to simplify complex queries to provide customized data representations
- Performed database administration tasks such as backup creation, data restoration, and permission allocation

Image Detection / Computer Vision

September 2022 - December 2022

MATLAB

- Created applications to append a set of images together, creating a panorama
- Improved skills in MATLAB
- Developed a deep knowledge of computer graphics topics including aliasing, corner detection, RANSAC, projection, image segmentation, and optical flow

Textbook Marketplace / Software Development

June 2021 - August 2021

Android Studio - Java

- Created an Android and web application where users can resell their school textbooks to improve my university's circular economy
- Improved communication skills by working in a Scrum team
- Developed skills using GitLab in a team environment

Developing a Game / Game Development

December 2020 - June 2021

Unreal Engine 4 - C++

- Developed a third-person action RPG, building and improving foundational skills in the unreal engine
- Implemented a character model, along with animations and a fleshed-out moveset
- Composed the in-game environment, as well as other creative elements and design choices
- Managed time efficiently, to complete set project goals

AWARDS AND CERTIFICATES

Member of the SFU collegiate Valorant team's premier roster

May 2022 - Present

- Competitor in tournaments representing SFU across the continent

Participation in the 2021-StudentHack Hackathon

May 2021

- Tasked to develop solutions to insurance-based industry challenges utilizing AI and big data

St. John Ambulance First Aid Course

January 2021

- Certification for first aid and emergency response