Omri Bornstein

Software Engineer

Greater Melbourne Area Australia ☑ omribor@gmail.com 🚱 applegamer22.github.io in omri-bornstein • AppleGamer22 Updated on September 12, 2022

Education

2017 South Australian Certificate of Education, Australian Science & Mathematics School (ASMS),

2019 Adelaide

2020 Bachelor of Computer Science, Monash University, Melbourne

Present

Skills

• Computer Programming Languages: Go, TypeScript/JavaScript, Python, Kotlin/Java, C/C++

- Document Markup Languages: HTML/CSS, TFX/IATFX, Markdown
- Databases: MongoDB
- Tools: Git, GitHub/GitLab, Docker, Kubernetes, Vagrant, CI/CD
- Platforms: Linux, Cloud Native, web servers/browsers, macOS, Windows
- Soft Skills: technical writing, presenting/public speaking, research, troubleshooting/debugging, explaining, collaboration/teamwork

Leadership Experience

May 2021 General Representative, Monash University's Cyber Security Club (MonSec), Melbourne

January 2022 • Helped to organise and ran a workshop about brute-forcing tools used for penetration testing. • Participated in angstromCTF

January 2022 Secretary, Monash University's Cyber Security Club (MonSec), Melbourne • Organised and recorded official committee and club meetings.

June 2022

- Represented the club during the orientation week of 2022 1st semester.
- Organised and ran a binary-level reverse engineering workshop (a recording is available available at https://youtu.be/893L13SxDUg).
- Started an expanded resources page on the club's website, with a detailed section with a guide on how to easily install and set-up a Kali Linux virtual machine.

June 2022 Vice President, Monash University's Cyber Security Club (MonSec), Melbourne

- Present Coordinated collaboration with the university's Faculty of Information Technology for purposes of events
 - Updated the website's theme to its latest version, and resolved new layout bugs in collaboration with other club committee members.
 - Club representation:
 - o Faculty of IT open day
 - $\circ~$ Orientation week of 2022's $2^{\rm nd}$ semester.
 - Capture the Flag (CTF) participation:
 - o The University of Adelaide's CTF
 - SHELL CTF

Projects

Open-Source

January 2022 cocainate, https://github.com/AppleGamer22/cocainate

- Present A cross-platform re-implementation of the macOS utility caffeinate that keeps the screen turned on either until stopped, for a set duration of time or while another process still runs.
 - Built with Go and Cobra.

May 2022 stalk, https://github.com/AppleGamer22/stalk

- A cross-platform file-watcher that can run a command after each file-system operation on a given files or simply wait once until a file is changed.
- Built with Go, Cobra and FSnotify.

May 2022 raker, https://github.com/AppleGamer22/raker

- Present A social media scraper that is interfaced via a server-side rendered HTML user interface (or a CLI), and is managed by a REST API and a NoSQL database.
 - Server-side is built with:
 - o Go
 - MongoDB
 - JSON Web Tokens (JWTs)
 - o Docker
 - Client-side is built with HTML/CSS (Bootstrap).
 - The companion CLI utility and configuration are built with Cobra and Viper.

December 2021 CTFtime Discord Bot, https://github.com/monsec/ctftime-discord-bot

- A Discord bot for MonSec's Discord server, that fetches statistics about competing Capture the Flag (CTF) teams from CTFtime, and displays them in the Discord interface.
- Built with Go.

June 2020 sp, https://github.com/AppleGamer22/sp

- January 2021 My first attempt at building a Minecraft server plugin. This plugin adds the requirement that the player supplies the password (via a server command) before proper server interaction is allowed, and as long as the password isn't provided, the currently-unauthorized player is blinded and immobile.
 - Built with Kotlin.

April 2019 scr-cli & scr-web, https://github.com/AppleGamer22/scr-cli & https://github.com/ May 2022 AppleGamer22/scr-web

- My previous attempt at building a full-stack (and a CLI) social media scraper with a single-page website framework and a RESTful server.
- Server-side is built with:
 - o TypeScript & Nest (with a Node.js runtime)
 - o MongoDB
 - o JSON Web Tokens (JWTs)
 - o Docker
- Client-side is built with:
 - o Angular
 - o Ionic
- The full-stack packages is bundled with Nx.
- The CLI is built with OCLIF

Research

August 2021 Software Contributor, Monash University's FIT2082 unit, Melbourne

- December 2021 I contributed to an existing codebase, based on prior research by (Gange, Harabor and Stuckey, 2021) about Lazy CBS, their Multi-Agent Path Finding (MAPF) algorithm.
 - o I modified the Lazy CBS codebase such that the algorithm also outputs the final set of constraints that is used to rule out paths, such that Lazy CBS is formally an Explainable Multi-Agent Path Finding (XMAPF) algorithm.
 - I learned how to enable Python-to-C++ bindings, such that the compiled Lazy CBS codebase can be used as a Python-facing library for future projects.
 - Built with C/C++ and Python on top of Linux.

Freelancing

June 2021 Software Engineer, Contract, Melbourne

December 2021

- I implemented a fault-tolerant file back-up system that enables the continuation of file transferring from an variably-approximate point in time before the back-up disruption.
- Built with Go.