

Omri Bornstein

Software Engineer

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Education

2020 — In Progress **Bachelor of Computer Science**, [Monash University](#), Melbourne

Skills

- **Programming Languages:** [Go](#), JavaScript/[TypeScript](#), [Python](#), [Kotlin](#)/Java, C/C++
- **Tools:** [Git](#), [MongoDB](#), [Docker](#), [Terraform](#)
- **Platforms:** Linux, Cloud Native, web servers/browsers, macOS, Windows
- **Design & Implementation:** algorithms & data structures, object-oriented programming, test-driven development
- **Soft Skills:** technical writing, critical/analytical thinking, presenting/public speaking, research, troubleshooting/debugging, explaining, collaboration/teamwork

Experience

[Monash Cyber Security Club](#) (MonSec)

2023 **President**

- Involved with industry relations for the purposes of sponsorship deals and collaborations.
- Organised and ran an introductory-level workshop about command-line Linux (a recording is available on [YouTube](#)).

2022 Semester 2 **Vice President**

- Coordinated collaboration with the university's [Faculty of Information Technology](#) for purposes of events and advertising.
- Organised and ran an introductory-level workshop about [steganography](#) (a recording is available on [YouTube](#)).

2022 Semester 1 **Secretary**

- Organised and recorded official committee and club meetings.
- Organised and ran an introductory-level binary reverse-engineering workshop (a recording is available on [YouTube](#)).
- Wrote a guide on the [resources page of the club's website](#) on how to easily install and set-up a [Kali Linux](#) virtual machine.

2021 Semester 2 **Assistant Member Training Officer**, [Monash Cyber Security Club](#) (MonSec), Melbourne

- Helped to organise and ran a workshop about brute-forcing tools used for penetration testing.
- Assisted in the club's management and operations.

Research

2023 Semester 1 & 2 **Research Assistant**, [Monash University's FIT3144 unit](#), [JavaScript](#)

- Extended a browser-based tool ([Wagner et al., 2023](#)) used for building evolutionary algorithms in educational settings. Supervised by [Markus Wagner](#).

2021 Semester 2 **Research Assistant**, [Monash University's FIT2082 unit](#), [C/C++](#), [Python](#) & [Linux](#)

- [Contributed](#) to an [existing codebase](#), based on prior research ([Gange, Harabor and Stuckey, 2021](#)) about *Lazy CBS*, a [Multi-Agent Path Finding](#) (MAPF) algorithm.
- Built with C/C++ and [Python](#) for Linux-based platforms. Supervised by [Daniel Harabor](#) and [Mor Vered](#).

Freelancing

2021 Q3 — Q4 **Freelance Programmer**, *Contract*, Melbourne, [Go](#) & [Windows](#)

- Implemented a custom fault-tolerant file back-up system that enables the continuation of file transferring from a variably-approximate point in time before the back-up disruption.

Open-Source Projects

since May 2022 **raker**, [AppleGamer22/raker on GitHub](#), [Go](#), [Docker](#) & [MongoDB](#)

- 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.

since May 2022 **stalk**, [AppleGamer22/stalk on GitHub](#), [Go](#) & [Linux](#)

- A cross-platform file-watcher that can run a command after each file-system operation on a given set of files or simply wait once until a file is changed.

since January 2022 **cocainate**, [AppleGamer22/cocainate on GitHub](#), [Go](#) & [Linux](#)

- 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.

2020 — 2021 **sp**, [AppleGamer22/sp on GitHub](#), [Kotlin](#)/Java

- A [Minecraft server plugin](#) that enforces password authentication on player before allowing client-server interaction.