Omri Bornstein

Software Engineer

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AppleGamer22

Education

2017 – 2019 **South Australian Certificate of Education**, *Australian Science & Mathematics School (ASMS)*, Adelaide

2020 – Present **Bachelor of Computer Science**, *Monash University*, Melbourne

Skills

- **Computer Programming Languages**: Go, TypeScript/JavaScript, Python, Kotlin/Java, C/C++
- **Document Markup Languages**: HTML/CSS, TEX/LATEX, Markdown
- **Databases**: MongoDB
- **Tools**: Git, GitHub/GitLab, Docker, Kubernetes, 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 – January 2022 **General Representative**, *Monash University's Cyber Security Club (MonSec)*, Melbourne

- Helped to organise and ran a workshop about brute-forcing tools used for penetration testing.
- Participated in ångstromCTF

January 2022 – June 2022 **Secretary**, *Monash University's Cyber Security Club (MonSec)*, Melbourne

- Organised and recorded official committee and club meetings.
- 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 – Present **Vice President**, *Monash University's Cyber Security Club (MonSec)*, Melbourne

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

Projects

Open-Source

January 2022 – Present **`cocainate`**, *`https://github.com/AppleGamer22/cocainate`*

- 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.

May 2022 – Present **`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.

`raker`, *`https://github.com/AppleGamer22/raker`*

- 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.

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.

June 2020 – January 2021 **sp**, *https://github.com/AppleGamer22/sp*

- 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.

Research

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

- 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.
  - 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.

Freelancing

June 2021 – December 2021 **Software Engineer**, *Contract*, Melbourne

- 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.