# Omri Bornstein

# Software Engineer

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#### Education

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

Adelaide

Bachelor of Computer Science, Monash University, Melbourne 2020

Present

#### Skills

#### Computer Programming Languages

Go server-side and command-line interfaces (CLIs) **TypeScript** full-stackJavaScript client-side on web browsers Python data analysis and research Kotlin/Java Minecraft plugins C/C++research

Document Markup Languages

HTML/CSS client-side on web browsers T<sub>F</sub>X/I<sub>A</sub>T<sub>F</sub>X PDF document typesetting

Markdown technical documentation and communication

Tools

Git source code version control GitHub/GitLab collaboration and CI/CD MongoDB document non-relational database SQL  $relational\ database\ querying$ Docker  $container\mbox{-}style\ packaging$ 

**Kubernetes**  $container\ or chestration$ Vagrant virtual machine (VM) management

#### Other

- Platforms: Linux, Cloud Native, web servers/browsers, macOS, Windows
- Soft Skills: technical writing, presenting/public speaking, research, troubleshooting/debugging, explaining, collaboration/teamwork

#### Leadership Experience

June 2022 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.
- Club website:
  - o Updated the theme to its latest version, and resolved new layout bugs in collaboration with other club
  - o Improved the Kali Linux virtual machine set-up guide such that it includes more details on alternative installation methods.
- Club representation:
  - Faculty of IT's Take CTRL (Cryptography & Web Hacking Workshop)
  - Faculty of IT's Munch & Mingle
  - o Faculty of IT's open day
  - $\circ\,$  Orientation week of 2022's  $2^{\rm nd}$  semester.
- Capture the Flag (CTF) participation:
  - The University of Adelaide's CTF
  - SHELL CTF
  - $\circ$  DownUnderCTF

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

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

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

## Projects

### Open-Source

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 Go, MongoDB, JSON Web Tokens (JWTs) and Docker.
  - Client-side is built with HTML/CSS (Bootstrap).
  - The companion CLI utility and configuration are built with Cobra and Viper.

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

- Present 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.

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.

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 TypeScript & Nest (with a Node.js runtime)MongoDB, JSON Web Tokens (JWTs) and Docker.
- Client-side is built with Angular and Ionic.
- $\bullet$  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

- ullet 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.