Omri Bornstein

Software Engineer

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in omri-bornstein
 AppleGamer22
Updated on **2023-06-19**

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 Semster 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*, Melbourne
- 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*, Melbourne
- 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
- 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*
- 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*
- 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*
- 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.