

Brian Moniaga

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Technical Experience

Simon Meyrowitz P.C

Software Engineer

Online

November 2021 - July 2022

- Developed and implemented a Python and SQL-based algorithm to securely and seamlessly migrate data from Microsoft Access to MySQL.
- Utilized Python and C# to analyze and design a robust algorithm that effectively cleaned over 1000+ instances of incorrectly formatted data, significantly enhancing data quality and reducing errors.
- Enhanced their WPF-based application by implementing new features and optimizing existing functionality.

UBC Mars Colony (Engineering Design Team)

Web Developer

Vancouver, BC

Aug 2022 - Present

- Designed and developed user interfaces for web applications using React JS, HTML5, CSS3, and JavaScript.
- Collaborated with cross-functional sub-teams, to ensure accurate and successful project delivery.
- Utilized version control tools such as Git to manage code changes and track project progress.
- Created and maintained documentation for web applications, including user guides and technical specifications

UBC Pharmaceutical Sciences

Undergraduate Academic Assistant

Vancouver, BC

June 2022 - Present

- Assisted in the inventory and monitoring of lab equipment, ensuring proper functioning and adherence to safety protocols.
- Took charge of organizing the loading bay, streamlining logistics operations and ensuring smooth handling of incoming and outgoing shipments.

Varsity Tutors

Tutor

Online

October 2022 - January 2023

- Provided one-on-one tutoring sessions to high school students in Math and Programming.
- Developed and delivered tailored lesson plans and learning materials based on students' needs and learning styles.

Personal Projects

Full Stack Web Application

- Built and Deployed a full stack web application using Django and Digital Ocean respectively. Integrated a SQLite database. Web application is used for student's to give feedback and provide criticism to teachers in high school.

Procedurally Generated Animation

- Created my own implementation of a procedural walking animation in Unity by utilizing IK (Inverse Kinematics) and raycasts.

Mathematical Function Optimizer

- Developed a clean and easy to use application which optimizes various mathematical models so that it best fits the given data using the Least-Square method from Linear Algebra.
- Created a custom Matrix Class along with algorithms to do matrix multiplication, RREF, etc.

Virtual Reality (VR) Interview Simulator

- Designed and developed a Virtual Reality interview simulator project by utilizing Unity and the Oculus SDK made for the 2023 NWHacks Hackathon.

UBC Course Notifier

- Utilized Selenium by Python to create a console based web scraping tool to monitor seat availability for a high-demand course.

Education

University of British Columbia

BSc in Computer Science and Statistics

Vancouver, BC

Expected Graduation - 2026

- Achieved academic standing of Science Scholar and Dean's Honour List

Skills

Programming Languages Python, R, Java, C#, C++, JavaScript.

Web Development Django, React, HTML, CSS.

Database MySQL, SQLite, Apex Oracle, Microsoft Access.

Tools Unity, Git, GitHub, JUnit