Brian F. Moniaga

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EDUCATION

University of British Columbia — Vancouver, BC
B.Sc. Honours Computer Science. — *September 2022 – May 2027*
- GPA: 4.30/4.33 (89%)
- Awards: J. Fred MUIR Memorial Scholarship in Science, Science Scholar/Dean's Honour List.

EXPERIENCE

Data Management Intern — May 2024 – Present
TC Energy — *Calgary, AB*
- Developed various dashboards using PowerBI used by several teams.
- Automated data entry and conversion processes using Python.
- Visualized high dimension employee data using Principal Component Analysis in Python.

Undergraduate Teaching Assistant — January 2024 – April 2024
University of British Columbia — *Vancouver, BC*
- Assisted in teaching CPSC 213 - Introduction to Computer Systems by holding lab sessions, and office hours.
- Taught material about assembly for RISC systems, memory allocation, and multithreading in C.

Software Engineer — November 2021 – July 2022
Simon Meyrowitz & Meyrowitz P.C — *New York, NY (Remote)*
- Assisted in transitioning their internal application to WPF using C#.
- Wrote a report system in WPF using C# to create PDF reports based on user queries.
- Optimized MS Access to MySQL data migration with Python, reducing time from 1.5 hours to 10 minutes.

VOLUNTEER EXPERIENCE

Lead Game Developer — September 2023 – May 2024
UBC Game Development Club — *Vancouver, BC*
- Led the development of a sushi eating rhythm game in C# and Unity.
- Created an algorithm to read MIDI files and generate different sushi types based on specified notes.

Full-Stack Developer — September 2023 – May 2024
UBC Launchpad — *Vancouver, BC*
- Worked on BlueNav a web application made using Go to track user track student's academic progress.
- Implemented features to calculate user progress and credit count towards various program requirements.

PROJECTS

STEP-Writer | *C++, CMake, FTXUI*
- Developed a terminal-based text editor using C++ and FTXUI, with Vim-like motions for efficient navigation.
- Implemented load/save functionality and syntax highlighting.
- Integrated a directory tree view, allowing users to navigate and manage files within the editor.

RoomRival | *React, TypeScript, Socket.io*
- Created a cross-platform ice-breaker game, allowing players to claim rooms and compete for control.
- Utilized React, TypeScript and Socket.io for real time communication enabling instantaneuos updates.
- Featured on MappedIn's blog as runner-up for best use of MappedIn at nwHacks.

TARA | *React, Django, Python*
- Built and deployed a CRUD web application using Django in Python allowing students to rate their teachers.
- Created a user authentication system by automated email verification.

TECHNICAL SKILLS

Languages: C/C++, C#, Rust, Java, Python, HTML/CSS, JavaScript, TypeScript, SQL.
Frameworks: Django, React, Pandas, Numpy, Netcode, Socket.io.
Tools: Unity, Git, JUnit, Postman, PowerBI.