

Brian F. Moniaga

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EDUCATION

University of British Columbia

Vancouver, BC

B.Sc. Honours Computer Science.

September 2022 – May 2027

- Awards: J. Fred MUIR Memorial Scholarship in Science, Science Scholar/Dean's Honour List.

EXPERIENCE

Data Analyst Intern

May 2024 – Present

TC Energy

Calgary, AB

- Developed dynamic PowerBI dashboards for over 5+ team, allowing data driven decision making.
- Implemented a thread pool to process over 2+ million rows of data, reducing processing time by 83%.
- Automated data entry and cleaning using Numpy and Pandas, reducing overall process time by 80%.

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# and XAML.
- 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, GoogleTest

- Developed a terminal-based text editor using C++ and FTXUI, with Vim-like motions for efficient navigation.
- Integrated tree-sitter enabling syntax highlighting using abstract syntax trees.
- Implemented a hierarchical directory tree view using the Composite design pattern.

RoomRival | React, TypeScript, Socket.io, MappedIn

- 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's API at nwHacks.

TARA | Django, Python, HTML, CSS, JavaScript

- Built and deployed a CRUD web application using Django in Python allowing students to rate their teachers.
- Implemented a user authentication and activation system leveraging Django's Email Service for auth tokens.
- Designed a normalized SQL database to store reviews, teachers and user information.

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.