



# Brian Fransis Moniaga

Year 2, Computer Science and Statistics major

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## Skills

**Programming Languages** C/C++, C#, Python, R, Java, JavaScript, HTML/CSS, SQL.**Frameworks/Libraries** Django, React.JS, Pandas, Numpy, Netcode.**Tools** Unity, Git, JUnit, Postman.

## Education

### University of British Columbia

2022 - 2026

BSc in Computer Science and Statistics, GPA: 4.0/4.0.

Vancouver, BC

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

## Technical Work Experience

### Software Engineer

New York, NY (Remote)

Simon Meyrowitz &amp; Meyrowitz P.C

November 2021 - July 2022

- Designed an algorithm in **Python** to securely and seamlessly migrate data from **Microsoft Access** to **MySQL**. Speeding up database migration time from **1.5 hour** to **12 minutes**.
- Wrote a **Python** script to analyze and clean over **1000+** instances of incorrect data.
- Created a report system in **WPF**, and **C#** generating a PDF report based on user queried data.
- Enhanced search functionality by implementing the Soundex algorithm in **C#** for accurate results despite spelling or phonetic variations.

## Volunteer Experience

### Lead Game Developer

Vancouver, BC

UBC Game Development Club

September 2023 - Present

- Led the development of an **online multiplayer** party game in **C#** and **Unity Netcode**.
- Created a turn-based board game system implementing a diverse range of **data structures** such as **queues** and **circular arrays**.
- Provided technical guidance to a team of 8 members, and facilitating growth by conducting weekly code reviews.

### Full-stack Developer

Vancouver, BC

UBC Launchpad (Software Design Team)

September 2023 - Present

- Worked on a Degree Navigator application using **React** and **Go** helping students make well informed course planning.
- Applied automated and manual testing for API calls using tools such as **postman**.

### Web Developer

Vancouver, BC

UBC Mars Colony (Engineering Design Team)

August 2022 - September 2023

- Overhauled the website at [ubcmarscolony.com](http://ubcmarscolony.com) with a team of 3 using **React JS**, **HTML**, **CSS**, and **JavaScript**.
- Enhanced site responsiveness to ensure optimal loading and viewing across a diverse range of devices and screen sizes.

## Personal Projects

### TARA (Full Stack Web Application)

- Built and deployed a web application using **Django** in **Python** allowing students to rate their teachers.
- Designed an optimized and normalized (**3NF**) database schema using **SQL**, with efficient query implementations.
- Created a user authentication system using email verification, as well as encryption of personal information using **SHA256 hash**.

### Personal Terminal

- Developed a custom terminal in **C++** with customizable color schemes, fonts and layout configuration.
- Wrote a macro feature allowing users to create and execute custom commands.
- Incorporated an **AI chatbot**, allowing command requests through natural language queries.

### Online Party Game

- Created an online multiplayer party game with character selection, board games and various minigames in **Unity** and **C#**
- Designed internal tools to procedurally generate maps and rooms utilizing **Custom Editors**.
- Created abstractions following Object-Oriented principles allowing modular implementation of minigames.