

Cameron Badman

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Professional Experience

DevOps Engineer, Cyberloop

Jan 2023–Feb 2024

- Worked on computer vision components for oil infrastructure identification and distance tracking using OpenCV
- Implemented CI/CD pipelines in bitbucket that reduced manual testing time by 75%
- Refactored cypress tests and maintained Playwright testing infrastructure
- Reduced migration costs by 20% by creating a bash script to compress unstructured data on Firebase
- Developed a GenAI-powered tool that assigns labels for difficulty and time automatically
- Maintained, monitored and deployed Docker containers using Portainer and Helm on Google Cloud Engine
- Maintained and optimized postgres database queries using indexation

Teacher Assistant - Cert IV in Cybersecurity, NDIS (TAFE)

Nov 2021–May 2022

- taught foundational Python programming and networking concepts
- Provided hands-on training in network infrastructure, covering switches, routers, and server technologies

Python Tutor, Junior Engineers

Jun 2021–Feb 2023

- Rewrote programming classes for children and teens, making complex coding concepts easier to understand
- Trained new instructors, helping them create engaging classroom experiences that keep students motivated
- Led the advanced classes for 8-16 year olds, teaching Python OOP, Scratch, Arduino, Minitendo

Project Assistant/Crowdfunding Analyst, Kuranda Industries

Jul 2022–Nov 2022

- Supported multi-million dollar real estate investment deals, helping the team make smarter and data-driven pricing calculations
- Created predictive models that helped identify promising housing markets faster and more accurately
- Managed minor renovation projects, handling budgeting, recruitment, and planning

Education

University of Queensland – Bachelors of Computer Science/Commerce

2021–Present

Projects - All projects available on [GitHub](#)

Distance Measurement Computer Vision [\[GitHub\]](#)

- Built a computer vision system using OpenCV and Python to measure distances between colored squares in real-time
- Implemented color detection and object tracking with live calibration functionality
- Created a Tkinter GUI for real-time measurement display and system controls
- Technologies: Python, OpenCV, NumPy, Tkinter

Collaborative Drawing WebApp [\[GitHub\]](#)

- **Frontend:** Developed using Vite, ThreeJS, and Axios with a custom layer-based HTML canvas drawing system
- **Backend:** Uses a Go-based microservice architecture utilizing goroutines, gin, gorilla-websocket, and AWS-SDK
- **Infrastructure:** Containerized with Docker, orchestrated using Kubernetes, and deployed on AWS Fargate with Terraform
- Integrated with AWS Cognito for authentication and AWS DynamoDB for scalable data storage
- Technologies: Cognito, DynamoDB, Docker, Kubernetes, AWS fargate, Terraform, Go

Reddit Clone [\[GitHub\]](#)

- Created a social media client with an improved scroll-style UI built to be more interactive
- Utilizes Vue.js and Quasar component library, with the axios api library
- Technologies: Reddit-API, Quasar, Vue.js, javascript

NixOS Linux Configuration [\[GitHub\]](#)

- Currently using a complex flake based NixOS-based desktop, Including hyprland, waybar, alacritty, and Neovim

Open-Source Contributions

goproxy [\[GitHub\]](#)

- Developed and implemented HTTP Archive (HAR) middleware with Prometheus/Grafana integration, utilising goroutines for non-blocking metrics collection
- Working on modernising the project's testing infrastructure, Transitioning from different legacy approaches to a more modern testing practices using testify

Technologies and Skills

Languages: Python, JavaScript, TypeScript, Go, C#, Bash, SQL

Web Technologies: React, Vue.js, ASP.NET, HTML, CSS

Cloud & DevOps: AWS, Docker, Kubernetes, Terraform, Nix, GCP

Databases: PostgreSQL, SQLite, Redis, Cassandra

Tools: Git, GitHub, Playwright, CI/CD, Kafka, Atlassian

Operting systems: Windows, Mac, Linux, Arch-Linux, NixOS, Ubuntu