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 cypess 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

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 used: Python, OpenCV, NumPy, Tkinter

Collaborative Drawing WebApp [GitHub]

- **Frontend:** Developed using Vite, ThreeJS, and Axios with a custom layer-based HTML canvas drawing system for optimal performance
- **Backend:** Implemented a Go-based microservice architecture utilizing goroutines for efficient concurrent connection handling
- **Infrastructure:** Containerized with Docker, orchestrated using Kubernetes, and deployed on AWS Fargate with Terraform
- Integrated AWS Cognito for authentication and AWS DynamoDB for scalable data storage

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
- Implements authentication and stream setups from social media API integration

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
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