

# Braulio Carrion Corveira

✉ brauliocarrion@gmail.com | 🌐 carr-23 | 📧 brauliocc | 📞 +1 (647)-971-0200 | 🏠 Toronto, CA

## Skills

**Languages:** Python | C++ | C# | Java | C | Rust | ARM | x86 Assembly | Scala | Verilog | VHDL | MATLAB

**Web:** CSS | HTML | React | JavaScript | Django | SQLite | MySQL | Bootstrap

**Tools:** AWS | Git | Docker | Linux | Selenium | TensorFlow | NumPy | OpenCV | Tesseract-OCR | Windows API | PowerShell | Jupyter | Visual Studio | Android Studio | Unity | Thrift | Spark | Zookeeper | RAFT | Kafka | cURL | Agile Jira | Confluence

## Work Experience

**Arctic Wolf** — Security Developer (*Precogs Core*) 🔗

January — April & September — December 2023

- Led new **Python** Automation project, taking advantage of **Jira API**, **QueryBroker API**, and **internal frameworks** to pull data, run tests, and complete tasks automatically, resulting in a **95%-time reduction** (over **88 developer hours** per month).
- Enhanced customer security posture by Management, Detection, and Response (MDR) using customizations.
- Overhauled a **Python** search tool by implementing a new framework, incorporating essential features required by the team for completing urgent tasks speeding up the time by **75%**, and wrote **unit tests** using the **Python Mock** library.
- Initiated a **proof-of-concept** project for the team aimed at enhancing **version control**, including exploration of a database cleaner. This aimed at merging similar configuration files and seamlessly integrating new ones as they were added.

**OpenText** — Software Developer (*Exceed TurboX*) 🔗

May — August 2022

- Revised drivers for remote desktop protocols across both **Linux** and **Windows** using both **C** and **C++**.
- Introduced the use of **Windows API** to manage low level functionality for physical and injected system input.
- Improved the overall performance of each **RDP session** by **15%** by delaying function calls with the use of **timers**.
- Expanded knowledge on coding best practices which will help with **JIRA** and **GitHub** readability to mitigate future issues.

**Resolution Life** — Cloud and Security Engineer 🔗

September — December 2021

- Coded a **PowerShell** script to automate security updates and catch human errors to save **five days** of wait time.
- Implemented **Python** code to build and model applications using **AWS Cloud Development Kit** to save **hours** of repetition.
- Established a **Golden Image** on **AWS**, enhancing server creation with improved speed, security, and **80%** less downtime.

**Calix** — System Engineer 🔗

January — April 2021

- Leveraged **Python** alongside the company's **API** to assess and identify **hundreds** of devices vulnerable to breaches.
- Delivered a **Selenium-based** web crawler to the team, improving the collection of information about customers' devices, which resolved device location and increased overall WIFI performance for **thousands** of devices.

**InternHacks** — Full Stack Engineer (*ProactiveGrads*) 🔗

June — August 2020

- Created a **web-platform** tailored to assist graduates in maximizing **thousands** of job searches and organizing applications.
- Enhanced the application's features and scalability using **Django**, employed **SQLite** for storing job listings and user data, used advanced **AI models** to generate dynamically relevant results, and arranged a responsive frontend with **Bootstrap**.

## Projects

**Capstone** — Application & Full Stack Engineer (*AutoHelm*)

May 2023 — March 2024

- Developed a user-friendly **Windows Application** using **C# WPF**, added **25+** building blocks for users to streamline tasks.
- Innovated an **Intermediate Language (AHIL)** with a **Compiler**, complete with robust Grammar, Lexer, Parser, and AST.
- Started and Designed a Web Marketplace for sharing automation workflows using **React** and **Google Firebase**.
- Trained **Meta Code Llama 13b** to generate **AHIL** code for chatbot feature, streamlining development process for users.

**Automated YouTube Channel** — Python Developer (*VCC*) 🔗

July — November 2020

- Organised a **Python** program for a video game highlight channel, involving web scraping the **most popular** clips via **get requests** and **Selenium**. Compiled and rendered clips with **Python** libraries **Pillow** and **MoviePy**.
- Published final render achieving **100%** uptime using **YouTube-API** alongside generated title, thumbnail, and description.

## Education

**University of Waterloo** — 4<sup>th</sup> Year Computer Engineering Candidate (*BASc*)

September 2019 — April 2024