Ron Friedman

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SKILLS

Programming: Python, C#, WinUI 3, Django, .NET, Bash, JavaScript, PHP, Flask, Express, React, Java, Rust, Perl, Ruby
Tools: Git, Docker, Kubernetes, ESXi, Proxmox, WireShark, Prometheus, Grafana, Helm, SQL, NGINX, Azure, AWS, Cloudflare

EXPERIENCE

Ubisoft Montreal   **Montreal, Quebec**
Software Developer   *January 2025 – April 2025*
- Developed new GitLab CI pipelines to automate the fetching, modification and upload of various Docker images used internally throughout the company, leading to a reduction in image size and build times by over half.
- Optimized existing GitLab projects to utilize Docker BuildKit image layering, ensuring faster deployment time and increasing code readability.
- Spearheaded initiative to migrate existing applications from WPF to Blazor, allowing for better project maintenance by future developers while refactoring old code to reduce application resource overhead.

Bell Canada Enterprise   **Montreal, Quebec**
Software Engineer   *January 2024 – April 2024*
- Optimized development pipelines by streamlining internal development toolchains for existing teams.
- Facilitated the authentication of various applications through the integration of LDAP services as well as assisting cloud infrastructure team with the development of custom tools for various clients.
- Deployed various infrastructure required for the creation and development of new internal applications, running on bare metal, and being on-premises.
- Proposed and co-developed new applications allowing for the aggregation and visualization of internal network data.

Bell Canada   **Montreal, Quebec**
Software Engineer   *May 2022 – December 2022*
- Integrated various internal & external APIs to collect, manage and display information from Bell network systems.
- Proposed new automation standards for standardizing troubleshooting on legacy Voice systems.
- Re-factoring of legacy Voice platforms to work with modern browsers for internal use.
- Coordinated with various developer teams to implement new internal Voice systems to replace legacy ones.

PERSONAL PROJECTS

LanETS   **January 2023**
- Responsible for network infrastructure development & maintenance of existing hypervisor platforms (ESXi, Proxmox).
- Participated in the deployment of new server equipment and its related infrastructure on-premises.
- Spearheaded deployment of new management tools and various utilities for the student club. Deployed the tools on bare metal servers and on virtualized hardware using Rancher (RKE2).
- Assisted with the deployment of Grafana & Prometheus monitoring tools for networking equipment during the event.

Collapse Launcher   **December 2022**
- Co-developed a custom, open-source (FOSS) game launcher for *HoYoVerse* titles in C# (WinUI 3), implementing additional quality of life features not found in the original product.
- Developed GitHub Actions scripts for automated launcher updates and partnered with multiple providers (Cloudflare, Digital Ocean, GitLab) to create a global CDN achieving <60ms latency for resource delivery.
- Founded various community spaces designed to allow users to submit feedback and chat about the game launcher (Discord, Slack, GitHub Discussions).

EDUCATION

École de Technologie Supérieure (ETS)   **Montreal, Quebec**
Bachelor of I.T. Engineering – CO-OP   *January 2023 – April 2027 (Expected)*

Vanier College   **Montreal, Quebec**
Diploma of College Studies (DEC) – Computer Science and Technology   *Winter 2019 – Fall 2022*