

Tristan Davis

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EDUCATION

British Columbia Institute of Technology

Diploma Computer Information Technology GPA: 90%

Vancouver, BC

Jan. 2022 – April 2024

EXPERIENCE

Fortinet

May 2024 – Present

Web Developer | Typescript, Angular, Node.js, C

Burnaby, BC

- Joined back as a full-time developer on the FortiOS team to develop and maintain web applications using Angular and AngularJS technologies.
- Collaborated with UX designers and customers to enhance our UI library, implementing performance improvements and new features used across multiple Fortinet products.
- Developed a CLI tool that streamlined the process of managing Fortigate builds, enabling developers to quickly download and upload specific builds directly to their Fortigate devices.

Fortinet

May 2023 – Jan 2024

Web Developer Intern | Typescript, Angular, Node.js, C

Burnaby, BC

- Developed a REST API in Node.js, allowing users to seamlessly start, stop, download, and retrieve packet captures on FortiGate system.
- Elevated code quality and robustness by expanding Jasmine GUI unit test coverage from 60% to 90% and meticulously crafting Node.js tests using Jest to achieve over 90% coverage, minimizing QA issues.
- Strengthened system security posture by addressing legacy C endpoint vulnerabilities. Implemented buffer overflow mitigations and strategic optimizations for enhanced system resilience.

Scriptofan

May 2022 – Aug 2023

Intern Developer | Java, Springboot, PostgreSQL

Vancouver, BC

- Collaborated in a team of four to design and implement a high-performance web store API, facilitating seamless e-commerce transactions.
- Documented each endpoint to enhance maintainability and furnish comprehensive guidance for future API users.
- Achieved over 80% code coverage through rigorous unit testing using the Mockito framework, ensuring the reliability and stability of the API.
- Led migration of Jenkins pipeline to Gitlab-ci, boosting deployment efficiency by 50% and enhancing workflow integration for seamless project delivery.

PROJECTS

Online Paint App | Go, Javascript, ElectronJS, Redis

- Development an ElectronJS application, resembling MS Paint, where users can join rooms and draw online.
- Engineered a robust Go-based web socket server with Gorilla library to manage user connections and synchronize drawings in connected rooms.
- Optimized performance using Redis caching for efficient storage of web socket connection IDs and room IDs.
- Implemented an event-driven architecture for real-time collaboration, enabling seamless live updates of users joining, leaving, or creating rooms.

Data Pipeline | Python, Kafka, Docker, Jenkins, AWS, GCP

- Engineered a robust event-driven data processing pipeline utilizing Python, Kafka, Docker, Jenkins, and cloud services on AWS and GCP.
- Leveraged Kafka as a highly efficient message broker to facilitate real-time data ingestion from diverse endpoints, optimizing data flow for subsequent processing and storage.
- Built a Jenkins pipeline running on Google Cloud that tests, packages, and deploys the application.
- Implemented comprehensive monitoring and logging mechanisms to ensure the reliability, availability, and performance of the data pipeline, enabling proactive identification and resolution of issues.

TECHNICAL SKILLS

Languages: Python, Javascript, Typescript, C, Java, SQL, Golang

Frameworks: Angular, Node.js, Flask, Django, Spring Boot, Jest, Jasmine

Developer Tools: Git, Docker, Jenkins, AWS, Azure, Google Cloud Platform

Additional skills: Fluent in french and english