

Brendon Kalman Tsim

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EDUCATION

University of British Columbia

Sep 2020 - May 2024

BSc, Major in Computer Science

Vancouver, BC

- 4.0 GPA with 93% Computer Science Average
- Coursework: Data Structures & Algorithms, Computer Hardware & Operating Systems, Computer Networking, Machine Learning, Language Processors, Computer Vision, NLP, Reliable Software

WORK EXPERIENCE

Arista Networks

Sep 2023 - Present

Software Developer Intern, Platform

Vancouver, BC

- Supporting Arista switches on SONiC, an open-source network OS with C++ and Python.

University of British Columbia

Sep 2021 - Dec 2022

Undergraduate Teaching Assistant, Models of Computation / Computer Systems

Vancouver, BC

- Led labs, tutorials and office hours to guide students through practices related to POSIX and discrete math. Also helped students to debug their asynchronous and multi-threaded code in C.

Alida

Jan 2022 - Aug 2022

Software Developer Intern, Surveys

Vancouver, BC

- Created web-accessible (WCAG) question types for Surveys using React, TypeScript & tests in Jest.
- Owned architectural changes for migrating the frontend app to a new backend API contract.
- Reduced pipeline blocks from non-deterministic failures by introducing new test infrastructures.
- Fixed and followed up on bugs affecting stakeholders throughout the app with TypeScript & C#.

Kai Shing Management Services Limited

May 2021 - Jul 2021

Summer Intern, IT Headquarters

Hong Kong SAR

- Eliminated manual workflows by creating a management dashboard in Java, Spring MVC and SQL, allowing staff to update building information and notices without manual IT staff intervention.
- Processed API endpoints in APIM with scripts in Liquid and C# for an app with 10k+ active users.
- Handled processing & analysis of air-quality data from 25+ IoT devices with Java and SQL.

PROJECTS

Hashbot | React, Next.js, TypeScript

- Created hashbot.io, a website advertising a Discord anti-spam bot monitoring over 10mil+ users.

ROBLOX Freelance Game Development | Lua

- Produced updates across various games - most notably, *Starship Roleplay* with 1.2M+ total plays.
- Increased average session playtime by ~20% by developing inventory, currency & shop system.
- Led a team of 3 to create *Homework Simulator*, a complete clicker game with complete game loop.
- Optimized client/server protocols to smoothen combat system whilst maintaining game fairness.

TECHNICAL SKILLS

Languages: C, C++, TypeScript, Java, Python, JavaScript, C#, SQL, HTML, CSS, Lua, Promela

Frameworks: React, Next.js, Spring MVC, JUnit, Jest, Mocha, Chai, Flask, JSP, Struts, Material-UI, NextUI

Developer Tools: Git, Linux, Heroku, Google Apps Script, Qlik Sense, REST, WCAG

Spoken Languages: English, Chinese (Cantonese, Mandarin), Japanese (JLPT N1)