Brendon Tsim

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WORK EXPERIENCE

Undergraduate Teaching Assistant
University of British Columbia
Sep 2021 – Dec 2022 · Vancouver, BC

- Led labs and tutorials to guide students through practices and aided their understanding of digital circuits, discrete math, proofs, POSIX, assembly-level programming, asynchronous & multithreaded programming in C.
- Debugged C code with asynchronous programming & helped students with core concepts during office hours.

Software Development Intern
Alida
Jan 2022 – Aug 2022 · Vancouver, BC

- Created new question types for users to use in their surveys with React, TypeScript, and unit tests in Jest.
- Reduced pipeline blockage by updating unit tests, increasing coverage, and rewriting nondeterministic unit tests.
- Ensured web accessibility of surveys by adding accessibility features to new and existing user-facing components.
- Setup architectural changes and guided the team on refactoring the frontend for migration to new API contract.
- Followed up and collaborated with other teams to fix customer-reported bugs in C#, TypeScript, and JavaScript.
- Completed weekly build picks, production pushes with other teams and resolved pipeline issues with GoCD.

Summer Intern
Kai Shing Management Services Limited
May 2021 – Jul 2021 · Hong Kong

- Eliminated manual workflow with 2-3 days of processing time to allow staff to update building information directly without the manual intervention of IT staff by creating a dashboard with Java, Spring MVC, and SQL.
- Stored information from dashboards into databases & dynamically served information onto sites via Spring MVC.
- Wrote scripts and setup API endpoints and rules in Azure APIM with C# and Liquid for an app with 10k+ users.
- Processed air quality data from IoT devices in 25+ locations for building operations using Java and SQL.
- Created internal tools with Python to monitor the health of API endpoints and other internal services.
- Produced graphic visualizations for presentations regarding business insights using SQL and Qlik Sense.

PROJECTS

Hashbot Website | *React, Next.js, NextUI, TypeScript*
Nov 2022

- Working on *hashbot.io*, a website advertising *Hashbot* - a Discord bot with over 10 million users focused on protecting servers against spam and impersonators.

Course Notifier | *Python, Google Apps Script, Heroku*
Jun 2021

- Scrapes web to notify users when seats are open. Deployable on both Heroku and Google Apps Script.

ROBLOX Freelance Game Developent | *Lua*
Jul 2020

- Produced updates and assets across various games, notably "Starship Roleplay" with 1.2M+ total plays.
- Increased average playtime by ∼20% by developing an inventory, currency & shop system for a community game.
- Led a team of 3 to create "Homework Simulator", a clicker game with a complete game loop & microtransactions.

EDUCATION

University of British Columbia
Vancouver, BC
Bachelor of Science, Major in Computer Science
May 2024

- 4.0 GPA, 92% Computer Science Average
- Relevant Coursework: Software Engineering, Computer Systems, Data Structures & Algorithms, Internet Computing, Machine Learning & Data Mining, Computer Hardware & Operating Systems

TECHNICAL SKILLS

Languages: TypeScript, Java, Python, C, JavaScript, SQL, C#, HTML/CSS, Lua
Frameworks: React, Material-UI, NextUI, Spring MVC, JUnit, Jest, Mocha, Chai, Flask, JSP, Struts
Developer Tools: Git, Linux, Heroku, Google Apps Script, Qlik Sense, REST, UML Diagrams, WCAG