

Brendon Kalman Tsim

672-515-3672 | contact@brendontsim.com | linkedin.com/in/brendontsim | brendontsim.com | github.com/bktsim

EDUCATION

University of British Columbia

Bachelor of Science, Major in Computer Science

- 4.0 GPA, 93% Computer Science Average
- Relevant Coursework: Software Engineering, Computer Systems, Data Structures & Algorithms, Internet Computing, Machine Learning & Data Mining, Computer Hardware & Operating Systems

Vancouver, BC

Sep 2020 - Dec 2024

Waseda University

Exchange Term

- Relevant Coursework: Natural Language Processing, Computer Vision, Data Mining, Language Processors, Advanced Image Information, Reliable Software, Foundations for Information Access Evaluation

Tokyo, Japan

Apr 2023 - Jul 2023

WORK EXPERIENCE

Incoming Software Development Intern

Arista Networks

Sep 2023 – Dec 2023

Vancouver, BC

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 3 new question types for the Q2 release for user's Surveys with React, TypeScript, and unit tests in Jest.
- Setup architectural changes and guided the team on refactoring the frontend for migration to new API contract.
- Significantly reduced pipeline blockage from non-determinism by creating testing infrastructure & rewriting tests.
- Ensured web accessibility of surveys by adding accessibility features to new and existing user-facing components.
- Followed up and collaborated with other teams to fix customer-reported bugs in C#, TypeScript, and JavaScript.
- Completed weekly build picks, and 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.

PROJECTS

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

Nov 2022

- Worked on *hashbot.io*, a website advertising *Hashbot* - a Discord anti-spam bot with over 10 million users.

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

Jun 2021

- A web scraper to notify users when seats are open for courses, deployable on Heroku & Google Apps Script.

ROBLOX Freelance Game Development | *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.

TECHNICAL SKILLS

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

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