

Brendon Tsim

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EDUCATION

University of British Columbia

Sep 2020 - May 2025

Bachelor of Science, Major in Computer Science

Vancouver, BC

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

WORK EXPERIENCE

Software Development Intern

Sep 2023 - Dec 2023

Arista Networks

Vancouver, BC

- Adding features & tests for Arista switches on SONiC, an open-source networking OS with C++ & Python.

Undergraduate Teaching Assistant

Sep 2021 - Dec 2022

University of British Columbia

Vancouver, BC

- Led labs & tutorials to guide students and help debug code through practices of digital circuits, discrete math, proofs, POSIX, assembly-level programming, asynchronous & multithreaded programming in C.

Software Development Intern

Jan 2022 - Aug 2022

Alida

Vancouver, BC

- Created 3 new question types for users to use in their Surveys with React, TypeScript with unit tests in Jest.
- Designed, created & led team on architectural changes for migrating frontend to a new backend API contract.
- Reduced pipeline blocks from non-deterministic tests by creating new testing infrastructure & rewriting tests.
- Improved web accessibility of surveys by adding accessibility features to new & existing user-facing interfaces.
- Added new features & fixed bugs on the backend of the Survey application in C#, JavaScript and TypeScript.

Summer Intern

May 2021 - Jul 2021

Kai Shing Management Services Limited

Hong Kong SAR

- Eliminated manual workflow with 2-3 days of processing time, allowing staff to update building notices directly without manual intervention of IT staff by creating a dashboard with Java, Spring MVC, and SQL.
- Stored information from dashboards into databases & dynamically served data onto sites with Spring MVC.
- Wrote scripts and set 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.

PROJECTS

Hashbot | Go, Redis, SQL, React, Next.js, TypeScript

Nov 2022 - Present

- Created hashbot.io, a website advertising Hashbot - a Discord anti-spam bot monitoring over 10 million users.
- Creating backend API in Go for a web dashboard, allowing users to use & configure bot functionalities.

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 inventory, currency & shop system for a game.
- Led team of 3 to create *Homework Simulator*, a clicker game with complete game loop & microtransactions.
- Optimised client/server communication, improving smoothness of combat whilst maintaining game fairness.

TECHNICAL SKILLS

Languages: TypeScript, Java, Python, C, 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, WCAG