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10180 2nd avenue, Richmond, BC, Canada

Daniel Brodsky
Software Engineer

Experience

Security Software Engineer Intern
TELUS

'16 – '17

Worked on Project Argus, a system designed to automate detecting and response to internal network intrusions. Helped create a front-end system for client monitoring and integrate quantious amounts of data into a client interface.

Python, Django, JavaScript, SplunkJS, Pentaho

Personal work

Twitch Tours

A web application build using Node.js and Express.js, designed to give users the ability to parse through chatlogs from streams on Twitch.tv and find entertaining moments in previously-recorded videos, which can then be downloaded.

JavaScript, NodeJS, ExpressJS, Python

Master of Many

A video game for desktop and mobile built using Unity, where the player controls multipe individual units in real-time, each with their own set of abilities, with the main goal being to wipe out the enemy player's units. (Work in progress)

C#, Unity, JavaScript

Education

B. Sc, Computer Science major, 3rd/4th year
University of British Columbia

'14 – Dec '18