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| Fluent     | Proficient | Knowledgeable |
|------------|------------|---------------|
| Javascript | C/C++      | Ruby          |
| Python     | SQL        | Powershell    |
| Java       |            |               |
| C#         |            |               |

#### Experience

### TELUS - Security Software Engineer Intern

'16 — '17

Worked on Project Argus, a system designed to automate detecting and response to internal network intrusions. Created a front-end system using Django for client monitoring of event data and integrated event data into the platform using Hbase and Pentaho, along with SplunkJS.

#### Personal work

### Twitch Tours

Web application built using NodeJS for back-end and ExpressJS for front-end that takes chatlog data for a livestream on Twitch, finds moments when specific phrases were used concurrently, and returns clip to the time when the event occurred. Includes an additional Python script that can extract any clip directly from the video.

#### In progress

### Master of Many

Tile-based Real-time strategy game built in Unity and using C#/Javascript for pathfinding algorithms and in-game functionality.

### Moonwalk

Lead designer for a React Native front-end, Azure back-end mobile app that helps people find someone to walk home safely with.

#### Education

### University of British Columbia -

B. Sc, Computer Science major, 3rd year

'14 — '19



**Daniel Brodsky**  
Software Engineer

### New Venture Design

8-month course offering at my university that places me with a group of engineering and business students to form a tech startup.

### Film Crew Payment Application

Web-based application built using VueJS front-end and Rails with MySQL back-end that's meant to make receiving payment as a film production worker easier.