

| 604-343-6765
| d6brodsky@gmail.com
| https://github.com/danbrodsky
| 10180 second avenue, Richmond, BC, Canada, V7E 1V7

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



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 app built using NodeJS for back-end and ExpressJS for front-end that takes chatlogs for a livestream on Twitch, finds moments when phrases were used concurrently, and returns clips to the times 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, using C# and Javascript for 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.

EVENTS ATTENDED

Decentralized Database Hackathon (First Place)

Won first place for the design of a decentralized certificate validation and analytics platform, with an Ethereum contract built using Truffle and Solidity as a minimum viable product.

ThinkTech Case Competition

Worked on finding a tech solution with a team of Business and Engineering students for Deloitte and HSBC.

EDUCATION

University of British Columbia –

B. Sc, Computer Science major, 3rd year

‘14 — ‘19

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.

Global Game Jam

Created a 3D game using Unity and C#, in which the purpose is to survive within a closed room for as long as possible, while attempting to survive bee swarms, plane crashes, and other random events.

TELUS Datathon

Developed an application using IBM Bluemix to find ideal locations to host farmer’s markets within the city of Surrey.