ExperienceSecurity Software Engineer TELUS 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