

Henry Borska

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EDUCATION

Washington University in St. Louis

BS in Business and Computer Science

St. Louis, MO

August 2019 - May 2023

RELEVANT EXPERIENCE

x0r Art

Software Engineer

July 2022 – March 2023

(Part Time) Remote

- Developing smart contracts and websites for x0r Art, a community centered around blockchain education.
- Built **Community Creations** (cc.x0rart.com): a DApp where users can make and list creations (ERC-1155s) at a fixed USD price using Chainlink. Built frontend and contracts with a team member. **Next.js** & **Solidity**.

Amazon

Software Development Engineer Intern

May 2022 - August 2022

Seattle, WA

- Built a tool that allows the team to query through their raw data store **≈100x faster** than the previous tool.
- Implemented a map-reduce job in **Hadoop** to accomplish this speed increase. Added custom dynamic filter logic in the mapper, allowing for more specific search criteria. Created custom output formatter for **AWS S3**.
- Created API with **Coral** and UI in **Ruby on Rails** that allows users to initiate a new job with custom parameters, view their current and past queries, as well as download decrypted results from S3.
- Collaborated with members of the team throughout development to identify pain points and adjust scope when needed. Held design doc reviews where we discussed pros and cons of different approaches.
- Wrote user guides for product as well as a wiki for the team with detailed instructions on future improvements.

MARSfarm

Software Developer Intern

June 2021 – August 2021

St. Louis, MO

- Rebuilt entire client web application using **React**, **Node**, **Express**, and **MongoDB**
- Added features such as remote control of their devices, Google oAuth2, data entry, dynamic data visualizations with Chart.js, improved website design and responsiveness. Allowed them to raise prices of their units by over **40%**.
- Worked in an **agile** setting grouped into 2 week product sprints focused on specific features.

Washington University in St. Louis

Teaching Assistant (CSE 131 - Intro to CS)

Jan 2021 – May 2021

St. Louis, MO

- Hosted weekly “studio” sessions for a group of 4+ students, helping them work through challenging problem sets.

SKILLS

Main Languages: Java (adept), JavaScript (adept), Python (proficient), C & C++ (familiar)

Other Languages/Tech: HTML/CSS, React + Redux, Node, Express, Flask, MongoDB, MySQL, PHP, Ruby on Rails, Hadoop, Spark, Solidity

Other: Certified AWS Cloud Practitioner (5/1/2023)

PROJECTS

CacheIt (cache-it.bss.design) | *React Native*, *Solidity*

October 2022 - Present

- Geocache app where users can create custom geocaches and participate in geocaches (essentially a scavenger hunt). Implements AR similar to Pokemon GO when you are near an item. (Dev in progress, currently Beta on testflight)

TeamDiff (teamdiff.xyz | github.com/momint-gg/teamdiff) | *Solidity*, *React.js*, *IPFS/Pinata*

Jan 2022 - July 2022

- Play-to-earn (P2E) fantasy game built on Polygon around League of Legends (public alpha run over summer).
- Created novel way of using ERC-1155s as consumables and new proxy design for leagues.
- Led team of five engineers and led Solidity development for the project along with one other engineer.

SuperCard (showcase.ethglobal.com/nfthack2022/supercard) | *Solidity*, *React.js*

February 2022

- Won \$2,000 for “Best Financial Innovation Using Superfluid & NFTs” prize at NFTHack '22 for Supercard: a novel approach to undercollateralized on-chain lending. Tremendous interest from Superfluid community.