Jan Garong
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Skills

- **Concepts:** Software Design, Distributed Systems, Agile, Cloud Development, Containerization, Cybersecurity.
- **Languages:** Java, Go/golang, SQL, JavaScript, TypeScript, C#, Python, HTML, CSS.
- **Technologies:** Amazon Web Services (AWS), Lambda Functions, DynamoDB, Google Cloud Platform (GCP), React.js, Next.js, Unity, Kubernetes/K8s, JUnit, Docker, git, GitHub Actions, CI/CD, Unix/Shell, REST APIs, Borg, Bazel, gRPC, Cookies & Sessions, OIDC.

Work Experience

• Google — Sunnyvale, CA

Software Engineer — *January 2025 – Present*

- Working for Workforce Identity, which allows customers to use their identity provider (IdP) to login to GCP services.
- Enhanced the authentication portal and its endpoints with new UX features while maintaining secure sesssion and cookie management.
- Implemented new APIs in their control plane that would allow users to customize a user's identity pool in the GCP Console.
- Previously worked for Event Threat Detections; it detects malicious activities on GCP services via Security Command Center.
- Analyzed threat detections during design discussions and oncall duties, aiming to minimize false positives and noise.
- Implemented unreleased detections written in Java while leveraging Google's internal logging and threat intelligence.
- Developed scalable and maintainable software using Borg to deploy microservices and Bazel for build automations.

• Trend Micro — Ottawa, ON

Software Developer — *January 2024 – December 2024*

- Worked on Vision One's Email Security product, which protects businesses email communications from malicious actors.
- Helped with designing the architecture for new features, which consisted of microservices running on AWS EC2s, Kubernetes clusters, AWS Lambdas, and S3 Buckets, OpenSearch, and RDS for data storage, and AWS SQS and Kinesis Streams for data streaming.
- Invented an in-house development tool that allows deployment of multiple UI instances with Docker and NGINX.
- Used Go for writing backend microservices for first class concurrency support, while also using Java and JavaScript for external APIs.
- Setup monitoring tools with Grafana and OpenTelemetry to help with responding to any latency issues.

• BlackBerry — Mississauga, ON

Software Developer Student — *September 2023 – December 2023*

- Worked on CylanceMDR, which is an AI-driven Managed Detection & Response tool on company endpoints.
- Implemented new integrations in the data pipeline with AWS Lambda functions and the AWS Simple Queue Service.
- Created features for multi-tenancy and alerts for the Java Spring Boot microservices, which adheres to MVC architecture.
- Stored critical alerts with PostgreSQL and DynamoDB and wrote automated tests with JUnit and jest.

• CertiK — New York, NY (Remote)

Software Engineering Intern — *May 2022 – August 2022*

- Worked as a full-stack developer on Skynet, a platform that generates statistics related to the trustworthiness of blockchain projects, and Bug Bounty, a platform that rewards white-hat hackers for finding bugs in smart contracts.
- Wrote React.js code using the Next.js framework for developing server side rendered web UIs, and Vercel for CI/CD.
- Aided with improving user experience via Google Lighthouse to measure UI metrics such as performance and accessibility.
- Built microservices with JavaScript, Serverless and Nomad for ease of scalability.

Security Engineering Intern (Part Time) — *October 2021 – December 2021*

- Conducted audits of EVM smart contracts, which including ERC20s, ERC721s, decentralized swaps and staking platforms, to identify vulnerabilities and centralization issues.
- Applied CertiK's automated tooling which included static analyzers and a findings database to aid with audits.
- Published many critical and major issues related to security and centralization, which prevented loss of funds.

Education

• University of Toronto — Toronto, ON

Honours Bachelor of Science — *September 2019 – November 2023*

- Majored in the Computer Science, which included knowledege on algorithms, data structures, and software engineering.
- Took advanced courses in Natural Language Processing, Computer Security, Information Networks and Decentralized Applications.
- Received a $2000 entrance scholarship and graduated with Distinction, as well as being a part of the Dean's List for all 4 years.

Projects

• Zodiac Tail: A Game of Cat and Mouse — *July 2023 – September 2023*

- Designed and developed the core gameplay segments, as well as helped with fixing bugs in the UI and game itself with Unity.
- Used design patterns and OOP principles in C# such as inheritance, observer, polymorphism, SOLID to write clean & reusable code.
- Applied the Agile process with a Kanban board and organized scrum meetings to keep track of progress.
- Co-led technical development in a team of 12 starting from development to completion. You can play it here: zodiactail.itch.io/prologue