

# KENTA TELLAMBURA

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## EDUCATION

### University of Alberta

BSc Computer Software Engineering - GPA: 3.5

Sep 2016 – Apr 2021

Edmonton, AB

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## SKILLS

- Languages: Python, Go, Java, Rust, SQL, PromQL
- Other Skills: aiohttp, Flask, Vue.js, git, Bootstrap, Pandas, Docker, Kubernetes, Linux, Helm, Prometheus, Android

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## EXPERIENCE

### Demonware (Activision)

Software Development Intern

Sep 2020 – Dec 2020

Vancouver, BC

- Working on Team Forge, building internal tools and services for Demonware and other Activision studios

### Riot Games

Software Development Intern

Jun 2020 – Aug 2020

Santa Monica, CA

- Worked on the development team for the multiplayer tactical shooter game VALORANT, helping build and maintain core game services for its online features
- Implemented official third-party API endpoint to allow for external developers to query match data. Introduced caching and compression paradigms to accommodate over 50,000+ requests per minute
- Improved and optimized load-testing service for the game platform, increasing its startup speed by 1500%

### Demonware (Activision)

Software Development Intern

Jan 2019 – Aug 2019

Vancouver, BC

- Worked on the Monitoring/Capacity Planning Team, building infrastructure to monitor and plan back-end services for 400 million+ players on games such as Call of Duty and Crash Team Racing
- Implemented Kubernetes observability into Capacity Planning tools by extracting and transforming 20,000+ container level metrics from Prometheus to gather capacity usage of new titles
- Designed and developed an asynchronous alert testing microservice using aiohttp that simulated failure events. Created a command-line client for said service so internal teams could generate and verify their alert configurations quickly

### Health Canada

Support Analyst

May – Aug 2018

Edmonton, AB

- Helped research and analyse technical issues that affect the HC network and systems across the country while providing technical support for thousands of government employees nationwide

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## VOLUNTEERING

### Engineering Student Society

Director of IT

May 2018 – Apr 2020

Edmonton, AB

- Migrated and maintained the ESS Linux server which hosts the ESS website and processes emails for 4000+ students
- Setup checks with Google Cloud Platform functions to notify through Slack when the ESS site became unavailable

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## PROJECTS

### MapReduce

C++

A library used to parallelize jobs using the MapReduce paradigm in an efficient and effortless manner. Developed using a custom threadpool implementation with pthreads

### HackerNews Terminal Client

Rust

A terminal app developed with Rust that can be used to browse HackerNews and utilizes async/await patterns