KENTA TELLAMBURA

✉ tellambu@ualberta.ca | ⌨ kenboo98 | in kenta-tellambura

EDUCATION

University of Alberta
Sep 2016 – Apr 2021
Edmonton, AB

BSc Computer Software Engineering - GPA: 3.5
5 Post-Secondary Scholarships for Academic Excellence

SKILLS

- Languages: Python, Go, Java, Rust,SQL, PromQL

- Tools: aiohttp, Flask, Vue.js, git, Bootstrap, Pandas

- Platforms: Docker, Kubernetes, Linux, Helm, Prometheus, Android

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EXPERIENCE

Riot Games
Jun 2020 – Aug 2020
Santa Monica, CA

Software Development Intern

- Worked on the development team for the multiplayer tactical shooter game Valorant, helping build and maintain core game services for its online features

- Implemented third-party endpoint to allow for querying of 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-Blizzard)
Jan 2019 – Aug 2019
Vancouver, BC

Software Development Intern

- 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 which allowed internal teams and other developers to generate and verify notification samples for their alert configurations in several seconds

- Migrated service check clients to Kubernetes by developing scripts to auto-generate Helm charts which allowed for safer, more resilient deployments of company-wide checks

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VOLUNTEERING

Engineering Student Society
May 2018 – Apr 2020
Edmonton, AB

Director of IT

- 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

Code Board
Java/Android

Android app which uses Google Mobile Vision API to recognize hand-written code on a white board and execute it remotely