

KENTA TELLAMBURA

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EDUCATION

University of Alberta

BSc Computer Software Engineering - GPA: 3.5

Sep 2016 – Apr 2021

Edmonton, AB

EXPERIENCE

Riot Games

Software Development Intern

May 2020 – Aug 2020

Santa Monica, CA

- Incoming intern on the Research and Development team working on back-end services

Demonware (Activision-Blizzard)

Software Development Intern

Apr 2019 – Aug 2019

Vancouver, BC

- Worked on the Capacity Planning team to develop tools to analyze and estimate server capacities for Activision games
- 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
- Leveraged Pandas to optimize large-scale processing of metrics in Capacity Planning jobs

Demonware (Activision-Blizzard)

Software Development Intern

Jan 2019 – Apr 2019

Vancouver, BC

- Worked on the Monitoring team, building infrastructure to monitor back-end services for 400 million+ players on games such as Call of Duty and Crash Team Racing
- Designed and developed an 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

VOLUNTEERING

Engineering Student Society

Director of IT

May 2018 – Present

Edmonton, AB

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

PROJECTS

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. Built the user interface using Layouts and handled client side HTTP requests

Arduino Music Player

C++

A touchscreen enabled music player for the Arduino Mega, which used an additional module for decoding and amplifying sound. Implemented a fully graphical color UI and album art on 8kb of RAM.

SKILLS

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