

Education

2021- **University of British Columbia** ◦ **Current**

- Pursuing Honours Computer Science in the Faculty of Science.
- On the [Dean's Honour List](#) and recipient of the [Science Scholar award](#).
- Webmaster at the [Computer Science Student Society](#) and web designer at [Maple Bacon](#) (UBCCTF).

Experience

2022 **Repl.it Frontend Infrastructure (Workspace/IDE) Intern**

- Maintained GitHub integration, including imports to Repl.it and Git plugin.
- Ported GitHub import flow to Nix, cutting loading times in half and making it 2x faster than leading market competitors (GitHub Codespaces, CodeSandbox).
- Implemented .replit configuration editor, increasing discovery to thousands of users.

2021 **Summer Research School Participant**

- A rigorous math + computation program for select high-school researchers hosted by the [HSSIML](#).
- Under Ms. Pressiana Marinova, conducted analysis on primality testing, probabilistic AKS, and other cryptographic applications - [paper available here](#).

2020- **Liquid Galaxy Contributor, Mentor** ◦ **Current**

- Developing and maintaining core software (main visualization library, extension API).
- In summer 2020 and 2021, acted as a mentor for several Google Summer of Code students, providing feedback, testing code, and leading development meetings.

Selected Awards

2021 **Schulich Leader Scholarship Recipient** ◦ **UBC**

- Canada's most prestigious STEM scholarship, awarded for excellence in entrepreneurship and technology, valued at \$80,000 CAD.
- Selected out of 1500+ nominees nationally, one of ten 2021 Leaders at UBC.

2020 **Google Code-in Grand Prize Winner** ◦ **Liquid Galaxy**

- Google's largest open-source programming contest aimed at teens.
- Selected as youngest Grand Prize Winner from several thousand international participants.

Technical Skills & Projects

Frontend Development (HTML/CSS/JS/TS, React, Vue, Next.js) ◦ Backend Development (Python, Flask, Firebase, MongoDB, SQLite, GraphQL, Redis) ◦ Static Site Generation (Hugo, Nuxt) ◦ Linux / Unix Tooling

Knetwork

- An offline-first educational system for remote communities, with infinite AI-generated problems and tests.
- Won 1st Place Prize at [Hack the Change 2022](#), a two-day for-charity hackathon promoting social good.

Cobweb

- An Ethereum-based tool enabling teens to learn to use the blockchain via streaming micropayments. First fully decentralized and open-source [Web Monetization](#) provider.
- Won 1st Place in [Superfluid.finance Wave Pool](#) #5, organized by Web3 streaming toolkit provider Superfluid.

revshare.js ◦ **Revshare for GitHub**

- Revenue streaming library, enabling creator ↔ consumer micropayments directly in-browser.
- Created for [Grant For the Web](#), an international competition organized by Dev.to, Coil, Creative Commons, and Mozilla. Won Grand Prize for innovation as a Creative Catalyst.

more at [GitHub.com/kewbish](https://github.com/kewbish) ◦ <https://kewbi.sh>