

MITCHELL FRIEDMAN

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EDUCATION

B.Comp Honours in Computer Science (4.0 GPA, Graduate: 2017) | University of Guelph
Teaching assistant - CIS*2750

- Developed “Gold” program for second assignment to pass auto-grading script
- Act as liaison between professor and students by conducting labs and running office hours

Video Game Development Classes (2010-2012) | Real Programming 4 Kids

WORK EXPERIENCE

Twilio San Francisco - Summer 2015

Software Engineering Intern - API Team

- Implemented a new subdomain with multiple endpoints to allow certain partners to use internal services securely and privately
- Implemented a transpiler in Python to convert json file definitions into production-ready generated code in multiple target languages currently generating all the official Twilio helper libraries on Github

• **Skills: Python, Flask, testing methodologies, micro-services at scale**

Street Contxt

Toronto - Summer 2014

Software Engineering Intern - Full Stack Developer

- Developed and designed internal tool simulating web-hook requests from Sendgrid for load testing and production environment simulation
- Utilized docker containers to bundle PostgreSQL for local development
- Implemented custom email subscription service to allow receivers to cancel subscriptions through the platform

• **Skills: Java (JBoss, Play!), Scala, SQL, JavaScript (Knockout.js), Docker**

SELECTED PERSONAL PROJECTS

Siphon | <https://github.com/mitchfriedman/siphon>

- Implemented a redis-backed queue with a flexible API as a developer tool for easily creating tasks with asynchronous processing in distributed systems
- Designed, developed, and tested an API client with accompanying email templating and sending example application

• **Skills: Python, Flask, Redis (Key-value stores), Client-server design, Sendgrid**

Mozilla Firefox Developer Tools Contributions

- Patched a bug in the Firefox Web IDE causing saves in vim mode made with the :w binding to not be processed
- Designed and implemented a jump-to-function definition in the web console by using the command+click shortcut

• **Skills: JavaScript, navigating a large, unfamiliar, open source codebase**

Airship at the Helm! | <https://play.google.com/store/apps/details?id=com.mitch.flyship>

- Developed a 2D infinite scroller with procedural levels and enemies for the Android platform with 6000+ downloads
- Implemented online services for high scores and global leaderboards
- Developed an entity-component game engine that asynchronously loads assets via XML, a custom camera and tilemap system, and designed for maximal developer flexibility

• **Skills: Java, game design, distributed collaboration, threads/concurrency**