# MITCHELL FRIEDMAN

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## EDUCATION

**B.Comp Honours in Computer Science (3.7 GPA, Graduate: 2017) |** University of Guelph
**Teaching assistant - CIS*2750**
• Developed "Gold" program for second assignment in collaboration with auto-grading script
• Act as liaison between professor and students by instructing labs and running office hours
**Video Game Development Classes (2010-2012)** | Real Programming 4 Kids

## WORK EXPERIENCE

**Twilio**                                                              San Francisco - Summer 2016
**Software Engineering Intern - Cloud Orchestration Team**
• Implement next-generation Build, Deploy, and Run Twilio infrastructure

**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

**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
• Implemented custom email subscription service to allow receivers to cancel subscriptions through the platform

## 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

**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

**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
• Developed an entity-component game engine that that asynchronously loads assets via XML, a custom camera and tilemap system, and designed for maximal developer flexibility

## HACKS

**WildHacks | Northwestern Hackathon**
• Won 4 Parrot Drones for "Best Visualization of Entities On a Network" from TrustWave

## SKILLS

| Languages | Tools | Concepts |
|---|---|---|
| Python | Flask/Flask-Restful | Concurrency, parallel programming |
| Java | Linux/CLI | Distributed Systems |
| C/C++ | | API Design, Microservices |