

MITCHELL FRIEDMAN

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EDUCATION

B.SC in Computer Science (4.0 GPA, Graduate: 2017) | University of Guelph
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
 - Collaborated with project managers and other teams to gradually migrate users to the new API ensuring high availability for the expected traffic
 - Implemented a transpiler in Python to convert json file definitions into production-ready generated code in multiple target languages
 - **Skills: Python, Flask, testing methodologies, micro-services at scale**
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Street Context

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**
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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**
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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**
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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
 - **Skills: Java, game design, distributed collaboration**
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Game Engine | <https://github.com/mitchfriedman/GameEngine>

- Developed an entity-component game engine for Android in Java
- Implemented asynchronous loading of assets and levels via XML, custom camera and tile-map system, and designed for maximal developer flexibility
- **Skills: Java, threads/concurrency, high level software design**