

Andrew Stuart

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Experience **Oanda, Toronto, Canada** Aug 2016 - Present

Software Engineer

Work on the payments processing team maintaining and extending the funding management system for the company. Primary work is done in Python but also work with the registration team and their AngularJS application. Also take an active part in the coop program by interviewing potential candidates and mentoring them when they arrive.

University of Bristol, Bristol, UK

Jul 2015 – Aug 2015

Security Research Intern

Looked into carrying out Neighbour Discovery attacks on Contiki Nodes using IPV6.

Large Government Organisation, Cheltenham, UK

Jul 2014 – Sep 2014

Software Engineering Intern

Worked individually to develop new trade craft which helps in the identification of a client's software setup who is connecting to a server under TLS. This works by generating clients in VirtualBox and then connecting to a local Inetsim server instance. Relevant information about the session is extracted by intercepting and then analysing the communication between the two. The data is then stored in a MySQL database that can be queried by using a web based API created in Python and Flask. The majority of the project was written in Python along with a few bash scripts.

Education **MEng Computer Science, First Class Honours (GPA 3.9/4.0)** Oct 2012 – Jun 2016

University of Bristol, Bristol, UK

Courses Include: High Performance Computing, Cloud Computing, Cryptography, Applied Cryptography, Systems Security, Databases, Theory of Computation, Data Structures and Algorithms, Design Verification

Skills **In order of proficiency:** Python, JavaScript & NodeJS, C#, C, XC
 Prior Experience: Haskell, .NET, BASH, Ruby, Java, Prolog
 Frameworks/Libraries/Tools: React & Redux, Docker, Django, Flask, MySQL, PostgreSQL

Projects **Jaffna**

Final Year Group Project to create a platform/API to allow developers to easily build location enabled applications which leverage multiple technologies. Created CI/CD solution in the form of Docker, Jenkins and AWS as well as creating the entire front-end for the sample application. Platform and sample application took advantage of React + Flux, Django REST and AWS. Lead developer in team as well as head of DevOps and Web.

P.O.D

Github://gotg/pod

3rd Year Group Game Project. Created a Star Wars style racing game in Unity3D using the Myo armband as user input. Worked on integrating the Myo armband into the game as well as designing parts of the user interface.

Leadership Undergrad teaching assistant for Concurrency course 2014 - 2015
 Lead Developer for both 3rd and 4th Year Group Project 2015 - 2016

Achievements **University of Bristol** 2015

High-Achieving Penultimate Third Year Student in Computer Science

Eliahou Dangoor Scholarship

2012

For talented home students pursuing a STEM subject