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Citizenships Held: Canadian &amp; British

EDUCATION	<b>University of Bristol</b> , Bristol, UK	Oct 2012 – Jun 2016
	<b>MEng Computer Science, First Class Honours (GPA 3.9/4.0)</b> Courses Include: High Performance Computing, Cloud Computing, Cryptography, Applied Cryptography, Systems Security, Databases, Theory of Computation, Data Structures and Algorithms, Design Verification	
EXPERIENCE	<b>University of Bristol</b> , Bristol, UK	Jul 2015 – Aug 2015
	<b>Security Research Intern</b> Looked into carrying out Neighbour Discovery attacks on Contiki Nodes using IPV6.	
	<b>Large Government Organisation</b> , Cheltenham, UK	Jul 2014 – Sep 2014
	<b>Software Engineering Intern</b> 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.	
SKILLS	<b>In order of proficiency:</b> Python, JavaScript & NodeJS, C#, C, XC <b>Prior Experience:</b> Haskell, .NET, BASH, Verilog, Matlab, E, Ruby, Java, Prolog <b>Frameworks/Libraries/Tools:</b> React & Flux/Redux, React Native, jQuery, Docker, Django, Flask, MongoDB, MySQL, Redis	
PROJECTS	<b>Jaffna</b>	
	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.	
	<b>P.O.D</b>	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.	
	<b>Felina</b>	Github://felina
	2nd Year Group Project to create an online system which connects Computer Vision Researchers to the public. Primarily focused on implementing a Windows server that allowed researchers to run executables on provided Test Data and return the results in a predetermined format.	
LEADERSHIP	Undergrad teaching assistant for Concurrency course	2014 - 2015
	Lead Developer for both 3 <sup>rd</sup> and 4 <sup>th</sup> Year Group Project	2015 - 2016
ACHIEVEMENTS	<b>University of Bristol</b>	2015
	High-Achieving Penultimate Third Year Student in Computer Science	
	<b>Eliahou Dangoor Scholarship</b>	2012
	For talented home students pursuing a STEM subject	