

# Rhys Mahannah

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## Summary

Recent BCIT graduate from the Computer Systems Technology program (91% average) with a keen interest in full-stack development. Experience with Python, Java, SQL, and LLM technologies, including Llama3, LangChain, and Ollama. Possess strong communication and collaboration skills. Committed to learning and contributing to agricultural technologies that positively impact the world and improve lives.

- **Frontend:** JavaScript, HTML, CSS, React, TypeScript
- **Backend:** Go, Python, Java, Elixir, Node.js, Express.js, SQL
- **LLMs:** Llama3, LangChain, Ollama

## Education

<b>Computer Systems Technology (Diploma)</b>   British Columbia Institute of Technology	<b>2024</b>
<b>Master's in English Literature</b>   University of Victoria	<b>2014</b>
<b>Bachelor of Arts (Honors)</b>   University of British Columbia	<b>2012</b>

## Selected Projects

<b>LLM-Powered Code Improvement Tool</b>   BCIT   Vancouver, BC	<b>May - Jun 2024</b>
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- Collaborated with a five-person team to build a Visual Studio Code extension that leverages a local LLM-powered multi-agent swarm to improve code quality.
- Researched open-source technologies, including LLMs (Llama3), agentic frameworks (LangChain), and deployment tools (Ollama), to develop a functional prototype.
- Wrote and performed tests using Jupyter Notebooks to identify optimal agent designs and prompt types, resulting in better and more consistent code improvements.

<b>Geek Collectors Network App</b>   BCIT   Vancouver, BC	<b>Jan - Apr 2024</b>
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- Designed and built a social networking app prototype for collectors of geek culture, allowing users to create profiles, build wishlists, showcase collections, and send friend requests.
- Developed flexible, modular components using React, TypeScript, and Chakra UI to enhance the app's UI/UX and maintainability.
- Collaborated and communicated with a four-person team to create a visually appealing prototype.

<b>AI Create-An-Adventure App</b>   BCIT   Vancouver, BC	<b>Jan - Apr 2024</b>
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- Developed a full-stack application with a four-person team, enabling users to create accounts and generate LLM-powered adventure stories and images based on prompts.
- Constructed frontend components using React for a smooth and intuitive user experience.
- Built the backend with Node and Express to authenticate users and manage session-based tokens.

## Selected Work Experience

**Student IT Support** | BCIT | Vancouver, BC

**Jan - Jul 2023**

- Maintained computer labs and printers across campus, ensuring all equipment remained functional and reducing user downtime.
- Re-imaged 200+ computers with the latest software and security updates, improving system performance and security across the campus.

**Program Manager** | SafeCare BC | Burnaby, BC

**Jan 2019 - Dec 2021**

- Managed logistics for “Operation Protect,” a Vancouver-wide initiative that delivered 1.5 million pieces of PPE to care homes and care workers in need. Established connections with donors and implemented an Excel-based tracking system for efficient item tracking and distribution.
- Co-supervised user testing for the “Bear In Mind” self-care app, designed to enhance the well-being of continuing care workers. Conducted testing sessions with 40+ participants, collected detailed feedback, and collaborated with developers for app improvements.
- Implemented health and safety programs, created websites, streamlined application processes, reviewed applications, and communicated with organizations to successfully distribute funding.

**Admissions & Communications Coordinator** | UVic | Victoria, BC

**Jun 2016 - Nov 2018**

- Led the migration of the [Island Medical Program website](#) to UBC’s WordPress platform. Researched and implemented a new site layout, rewrote all content, and organized photoshoots for refreshed images, resulting in a significantly improved website experience.
- Organized and conducted information sessions for 300+ prospective students, increasing engagement and awareness among different age groups, backgrounds, and education levels.
- Wrote, edited, and distributed a bi-monthly newsletter to 1000+ students, faculty, and staff across Vancouver Island, focusing on faculty and student profiles, press releases, awards, and more.

## Selected Interests

- **Self-Teaching Go:** Learning Go through *Learning Go: An Idiomatic Approach to Real-World Go Programming* by Jon Bodner and *Let’s Go* by Alex Edwards. Building small projects and currently developing a full-stack application, based on concepts from Edwards’ book, to learn best practices and full-stack application design.
- **Role-Playing Game Organizer:** Organize and run a weekly tabletop role-playing game, *Delta Green*, for two players. Plan sessions, track developments, and regularly communicate with players.