Rhys Mahannah

250.808.3963 | rhys.mahannah@gmail.com | [LinkedIn](#) | [Github](#) | Vancouver, BC

Summary

Recent BCIT graduate from the Computer Systems Technology program (91% average). Experienced in Python, Bash, and Git, with a focus on problem-solving and automation. Passionate about supporting research computing and committed to contributing to complex projects in academic environments. Eager to leverage my experience as a former student and employee of the University of Victoria to support the Research Computing Services team.

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

Education

Computer Systems Technology (Diploma) | British Columbia Institute of Technology **2024**

Master's in English Literature | University of Victoria **2014**

Bachelor of Arts (Honors) | University of British Columbia **2012**

Selected Projects

LLM-Powered Code Improvement Tool | BCIT | Vancouver, BC **May - Jun 2024**

- 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.

Geek Collectors Network App | BCIT | Vancouver, BC **Jan - Apr 2024**

- 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.

AI Create-An-Adventure App | BCIT | Vancouver, BC **Jan - Apr 2024**

- 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.

Experiential Learning Administrator | UBC | Kelowna, BC   **May 2014 - Jun 2015**

- Authored and successfully submitted a 20-page accreditation proposal, achieving national recognition and enhancing the reputation of the Faculty of Management Co-op Program.
- Managed the Co-op Program, facilitating over 10 student career workshops, organizing several networking events with 60+ professionals, and liaising with 100+ local and national employers.

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.
- **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.