Ilan Kleiman

(646) 464-3484   ilan.kleiman@stonybrook.edu

Bronx, NY 10463   http://github.com/shortland

Education

Stony Brook University, Stony Brook New York   Expected Graduation: May 2020
Bachelor of Computer Science

Professional Experience

AppNexus, Manhattan NY   June 2019 - August 2019
Software Engineering Intern
- Change Data Capture Team. Assisted in the development of new Change Data Capture software to help facilitate the streaming of data changes across the company's databases and dozens of applications.
- Implemented a new component for the Change Data Capture software that enabled the collection and streaming of specific business data without the use of a follower database.

Stony Brook University Teaching Learning Lab, Stony Brook NY   February 2019 - Present-day
TLL Programmer/Developer
- Developed browser based literature annotator, featuring community discussion capabilities akin to a forum.
- Designed and implemented database-less software featuring CRUD operations and nearly all ACID properties.

Marvel Entertainment, Manhattan NY   May 2018 - August 2018
Back-End Developer Intern
- Development on preexisting internal software that is used for maintaining Marvel.com
- Updated and created SQL queries, and internal software logic that was used for internal batch processing.

Research

Computational Immunology, MacCarthy Lab   November 2018 - Present-day
Undergraduate Research Assistant
- Implemented algorithms for detecting and locating repeating mutations in immunoglobulin heavy chain genes.
- Development of software for parsing and comparing the fidelity between sequenced genes (via NanoPore).

Projects

University Simulator, Course Project   April 2019 - May 2019
- Multiplayer browser based 2d tiled game developed with Phaser 3, taking place on a university campus.
- Invited finalists for Stony Brook University's 15th annual game programming competition.

TaeJa Bot, Self-Initiated   February 2017 - January 2019
- Designed and implemented a Discord chat bot that utilizes RESTful and WebSocket APIs.
- Gives users multiple tools for querying statistics on a MySQL database with over 300k accounts from Blizzard Entertainment's multiplayer game StarCraft II.

Technical Skills

- **Languages:** PHP, Java, Perl 5, Python 3, SQL, R, HTML, JavaScript, CSS, XML.
- **General:** Object Oriented Programming (OOP), Regex, Web Scraping, Cordova, Vagrant, Git, Unix Shell, Game Botting/Scripting, Media Botting (Chat bots), RESTful APIs.

Leadership Experience

Stony Brook Entrepreneurship Club (SYE)   January 2018 - May 2018
Developer and Collaborator in SYE's Cryptocurrency division
- Development & discussion of applications relating or using "Crypto Technology".
- Collaborated on creating a university branded crypto currency.

Stony Brook Fellow   August 2017 - December 2017
Introductory Teaching Assistant
- Engaged incoming freshman on mentoring, leadership, teaching & learning.