REYMUNDO CANO JR.

Software Engineer

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EDUCATION

B.S.
Computer Science

Massachusetts Institute of Technology (MIT)

📅 August 2014 - June 2018

📍 Cambridge, Massachusetts

SKILLS

- Python (9 years experience)
- JavaScript (9 years experience)
- NodeJS (8 years experience)
- C++ (4 years experience)
- Solidity (4 years experience)
- React
- Electron
- Web3
- Ethers
- MongoDB
- Hardhat
- Foundry
- AWS
- Assembly
- Golang
- Java

WORK EXPERIENCE

Independent Solidity/EVM Security Researcher

Freelancing

📅 October 2021 - current

- Found 2 critical vulnerabilities for an already deployed web3 gaming project, reported and suggested solutions, which were implemented.
- Participated in security competitions, found several high/med vulnerabilities.
- Working on independent project to automate and visualize vulnerability findings, utilizing Symbolic Programming and Fuzzing.

Software Engineer

Gif Your Game

📅 July 2018 - Aug 2021   📍 Santa Monica, CA

- Hire #2, worked closely with founding team. Helped hire and train junior engineers. Also played many roles when needed, worked on front-end, back-end, and desktop app when needed.
- Built and owned majority of software that recorded game highlights, then built and led team that expanded/grew/maintained that software and the custom in-house hardware it ran on.
- Helped create backend services to maintain application/custom hardware, including server-less solutions to process incoming data/create video highlights and docker containers to create a scalable software distribution system for our in-house hardware.
- Worked with Python, NodeJs, React, Electron, C++, Assembly, C#, Docker, AWS suite (S3, EC2, Lambda, etc.), OCR, OpenCV

Software Engineer Intern

Pinterest

📅 May 2017 - August 2017   📍 San Francisco, CA

Software Engineer Extern

Twitch

📅 January 2017 - February 2017   📍 San Francisco, CA

Engineering Practicum Intern

Google

📅 June 2016 - September 2016   📍 Kirkland, WA

Engineering Practicum Intern

Google

📅 June 2015 - September 2015   📍 Mountain View, CA