Jan Garong
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Portfolio: https://jangarong.com/
GitHub: https://github.com/jangarong/

Skills

- **Concepts:** Software Design, Design Patterns, Agile, Cloud Development, Containerization, Server Side Rendering.
- **Languages:** JavaScript, TypeScript, C#, Java, Python, Solidity, HTML, CSS, SQL, Go/golang.
- **Technologies:** Amazon Web Services (AWS), Lambda Functions, DynamoDB, Google Cloud Platform (GCP), Node.js, React.js, Next.js, Unity, Jest, JUnit, SQLite, Docker, git, GitHub Actions, CI/CD, Unix/Shell

Work Experience

- **Trend Micro** — Ottawa, ON

Software Developer — *January 2024 – Present*

- Working on Vision One's Email Security, which protects businesses email communications from malicious actors.
- Helped with designing the architecture for new features, which consisted of microservices running on AWS EC2s, Kubernetes clusters, AWS Lambdas, and S3 Buckets, OpenSearch, and RDS for data storage, and AWS SQS and Kinesis Streams for data streaming.
- Created an in-house development tool that allows deployment of multiple UI instances with Docker and NGINX.
- Used Go for writing backend microservices due to concurrency support and speed, while also using Java and JavaScript for user services.

- **Blackberry** — Mississauga, ON

Software Developer Student — *September 2023 – December 2023*

- Worked on CylanceMDR, which is an AI-driven Managed Detection & Response tool on company endpoints.
- Implemented new integrations in the data pipeline with AWS Lambda functions and the AWS Simple Queue Service.
- Created features for multi-tenancy and alerts for the Java Spring Boot microservices, which adheres to MVC architecture.
- Stored critical alerts with PostgreSQL and DynamoDB and wrote automated tests with JUnit and jest.

- **CertiK** — New York, NY

Software Engineering Intern — *May 2022 – August 2022*

- Worked as a full-stack developer on Skynet, a platform that generates statistics related to the trustworthiness of blockchain projects, and Bug Bounty, a platform that rewards white-hat hackers for finding bugs in smart contracts.
- Wrote React.js code using the Next.js framework for developing server side rendered web UIs, and Vercel for CI/CD.
- Aided with improving user experience via Google Lighthouse to measure UI metrics such as performance and accessibility.
- Built microservices with JavaScript, Serverless and Nomad for ease of scalability.

Security Engineering Intern (Part Time) — *October 2021 – December 2021*

- Conducted audits of EVM smart contracts, which including ERC20s, ERC721s, decentralized swaps and staking platforms, to identify vulnerabilities and centralization issues.
- Published many critical and major issues related to security and centralization, which prevented loss of funds.

- **dApp Technology Inc.** — Toronto, ON

Co-op Blockchain Full Stack Developer — *May 2021 – December 2021*

- Wrote smart contracts to implement common EIPs and helper functions, and used ethers.js to query blockchain nodes.
- Created and deployed full stack applications on the Google Cloud Platform (GCP).
- Wrote REST API endpoints using Nest.js, as well as developed homepages for clients in React.js.

Research Experience

- **University of Toronto** — Toronto, ON

Research Opportunity Program (Part Time) — *May 2022 – August 2022*

- Worked on a web application that uses artificial intelligence to group students in collaborative courses.
- Helped in creating REST API endpoints and UI components for a web application using Flask, Firebase, and React.js.
- Integrated an artificial intelligence model written in Python for forming groups based on personal student data.

Education

- **University of Toronto** — Toronto, ON

Honours Bachelor of Science — *September 2019 – November 2023*

- Majored in the Computer Science, which included knowledege on algorithms, data structures, and software engineering.
- Took advanced courses in Natural Language Processing, Computer Security, Information Networks and Decentralized Applications.
- Received a $2000 entrance scholarship and graduated with Distinction.

Projects

- **ZodiacTail** — *July 2023 – January 2024*

- Designed and developed the core gameplay segments, as well as helped with fixing bugs in the UI and game itself.
- Used design patterns and OOP principles in C# such as inheritance, observer, polymorphism, SOLID to write clean & reusable code.
- Used the Agile process and organized scrum meetings to keep track of progress.