

Education

University of British Columbia, B.Sc. ◦ 09/2021 - expected 05/2025

- Pursuing Honours Computer Science with a 4.33/4.33 GPA.
- On the [Dean's Honour List](#), recipient of [Science Scholar](#), [Trek Excellence](#), [J Fred Muir](#), [Mann Kuan](#), and [VanHacks](#) awards.
- Vice President Academic at the [Computer Science Student Society](#), leading the web infrastructure and academic teams.

Experience

Cloudflare Software Engineer Intern ◦ 05/2023 - 08/2023

- Implemented [dashboard debugging features](#) for [Queues](#) with Go, TypeScript, and React, supporting tens of thousands of operations per second. Feature usage tripled two-week retention for Queues users, with a conversion rate of 50%+.
- Performed safe and gradual service-wide migration in Kubernetes with Helm, Go, and PostgreSQL with 0 downtime.
- Led introduction of Cypress E2E tests, finding key regressions and increasing dev efficiency by eliminating manual processes.
- Created Grafana dashboards with Prometheus and Clickhouse to improve observability and track success KPIs for stakeholders.

UBC D-Lab Undergraduate Research Assistant ◦ 01/2023 - 04/2023

- Applied graph theory algorithms to analyse GitHub PR-Issue collaboration graphs. Efficiently parsed 50K+ PRs and 100K+ links into Neo4j. Implemented a library of Python visualization scripts and Neo4j queries to provide results for research questions.
- Submitted research paper to ICSE 2024 and was awarded 100/100 for my final essay submission.

Replit Software Engineer Intern ◦ 05/2022 - 08/2022

- Ported browser IDE [GitHub import flow to Nix](#), cutting loading time by 50% and making it twice as fast as leading competitors (GitHub Codespaces, CodeSandbox). Drove project end-to-end, from product design to usage analytics.
- Overhauled IDE Git plugin in React and TypeScript, decreasing support volumes 50%+ and addressing all open customer tickets.
- Implemented IDE visual configuration file editor, streamlining intuitive advanced feature discovery for power users.

Liquid Galaxy Contributor, Co-mentor ◦ 02/2020 - present

- Developed and maintained project's core open-source projects (Google Earth visualization library, extension APIs).
- Mentored Google Summer of Code students each summer by leading meetings, providing UX feedback, and editing docs.

Selected Awards

Schulich Leader Scholarship Recipient ◦ 2021

- Canada's most prestigious STEM scholarship, awarded for excellence in entrepreneurship, leadership, and academics and valued at \$80,000 CAD. Selected out of 1500+ nominees nationally, one of ten 2021 Leaders at UBC.

Google Code-in Grand Prize Winner ◦ 2020

- Google's open source programming contest for teens. Selected as youngest winner ever out of 3.5K+ contestants.
- Made 60+ open source contributions, including Linux networking, embedded systems development, and CAD modelling tasks.

Technical Skills & Projects

Frontend Development (HTML/CSS/JS/TS, React.js, Next.js) ◦ Backend Development (Python, Go, Node.js, Serverless & Distributed Architectures) ◦ Linux/Unix Tooling ◦ Databases (Neo4j, MySQL, PostgreSQL) ◦ Misc. (C, C++, Grafana, Kubernetes, Ethereum/Web3)

Disparati ◦ Go, Distributed Systems, Networking

- A collection of solutions to the [Fly.io distributed systems challenges](#), including a linearizable key-value store, globally unique UUID generation, and various conflict-free replicated datatypes (CRDTs). Written in Go with the Maelstrom framework.

Cobweb ◦ React, TypeScript, Ethereum/Web3

- A Chrome extension enabling Ethereum micropayment streams, targeted at onboarding teens to the blockchain safely.
- Won 1st Place at [Superfluid Wave Pool #5](#), an international hackathon for Superfluid stream SDK innovation.

Knetwork ◦ React, TypeScript, LLMs

- An offline educational system for remote communities, with infinite AI-generated tests. Won 1st Place at [Hack the Change 2022](#).

more at [GitHub.com/kewbish](https://github.com/kewbish) ◦ <https://kewbi.sh>