DARNELL ANDRIES

SOFTWARE ENGINEER

ABOUT ———	EXPERIENCE	
CAMPBELL RIVER, CANADA	BRIGHTERION, A MASTERCARD COMPANY LEAD SOFTWARE ENGINEER	03/2021 - PRESENT
☑ DARNELL@ANDRIES.CA ☐ +1 (778) 979 - 0449	 Performing technical leadership and implementation of a PCI compliance project Acting as a liaison between local and overseas teams; providing mentorship 	
ANDRIES.CA	SENIOR SOFTWARE ENGINEER	02/2019 - 03/2021
in in/dandries-dev O djandries JAVA	 Developed key architecture and implementation to an AI model development app and transaction fraud detection gateway Full-stack work; worked with microservice architectures, Spring Boot, Node, React Managed AWS cloud infrastructure and created CI/CD pipelines with Terraform 	
	VENUEMOB SOFTWARE DEVELOPER	07/2017 - 02/2019
NODE	Provided full-stack implementation of a venue booking platform; React, N	ode
TYPESCRIPT	INDEPENDENT FREELANCE SOFTWARE DEVELOPER	01/2017 - 07/2017
	Added features and improvements to various mobile & web projects for clients; Android, Node, PHP	
REACT/REDUX	PDFTRON SYSTEMS INC. SOFTWARE DEVELOPER	01/2016 - 12/2016
	Added essential features to Xodo, a leading Android PDF app; Java, Andro	id, Firebase, React Native
RUST ——	EDUCATION	
SOLIDITY/WEB3	BRITISH COLUMBIA INSTITUTE OF TECHNOLOGY COMPUTER SYSTEMS TECHNOLOGY GPA 90%	01/2014 - 12/2015
ANDROID/KOTLIN	CERTIFICATES	
DEVOPS ——	CERTIFIED SCRUMMASTER SCRUM ALLIANCE	12/2020
	OFFENSIVE SECURITY CERTIFIED PROFESSIONAL OFFENSIVE SECURITY	06/2020
	CERTIFIED CLOUD PRACTITIONER	02/2020

PERSONAL PROJECTS

 $\textbf{VPN MANAGER} \cdot 07/2021 \cdot \textbf{VPN management} \, / \, automation \, app \, for \, Android \,$

CUBIK / WOLF PACK - 10/2020 - 02/2021 - OpenGL game engine and game written in Rust

DREAMFIRE/FUNNYFARM - 03/2020 - 04/2020 - Web Canvas/GraphQL-based game framework and game suite

MAGIC6502 / MAGIC2C02 / MAGICNES - 04/2018 - 05/2018 - NES hardware emulation libraries and application