Cristian Poll

Education

2007- Honours Bachelor of Science.2013 Computer Science Specialist University of Toronto

Selected Highlights:

- Networking, Parallelism and Concurrency: Clustered 40 public lab computers using C sockets, used them to solve dynamic programming problems in parallel.
- Web Development: Developed several browserbased apps using PHP and Javascript, including an app in which multiple clients interact with the same canvas in real time using AJAX + MongoDB.
- Network/Web Security: Participated in the UCSB iCTF network security competitions, from 2010-2013; helped lead and organize the team, ran training sessions, and discovered exploits during the competition. Placed 6th out of 123 teams in 2013.
- Networking Theory and Application: Implemented TCP/IP and a proxy server in Python.
- Data Structures, Algorithms, Theory of Computation, studied from both theoretical and practical angles.

Contact

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Employment

Sept 2010 -	University of Toronto
Jan 2013	Teaching Assistant for CSC108:
	Introduction to Computer Science

Jan 2011 - University of Toronto

June 2013 Teaching Assistant for CSC148 : Introduction to Computer Progr.

- Instructed students in general programming concepts, data structures, algorithms, complexity, and advanced Python.
- Delivered weekly lectures.
- Guided students through hands-on lab exercises.
- Assisted in administrative and marking duties.
- Held office hours and assisted students in understanding concepts and completing coursework.

Projects

Aug 2013 - Skygoat : Cyberrun

- ³ Independently Developed Game http://skygoatcyberrun.com
 - Designed and solely developed "Skygoat: Cyberrun," an Android and Web game developed with Unity3D/C#.
 - Conducted user tests to evaluate usability and quality of experience; iterated and improved game based on feedback.
 - Created website and promotional material, and handled community interaction.
 - Supported game with updates and patches.

Skills

Skills in: Web Security, Network Sockets, Human-Computer Interaction (design and evaluation), Data Forensics, Unix, Technical Writing, Creative Writing.

Technologies: AJAX, jQuery, SQL, MongoDB, Unity3D, OpenGL/SDL, Git.

Languages: C#, Java, Python, Javascript, C, C++, PHP, HTML5 / CSS.