

Nikola Blazeovski

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EDUCATION

University of Alberta

Edmonton, AB

Bachelor of Science in Computer Science (Math Minor)

Sept. 2024 – May 2028

- Coursework: Computer Organization and Architecture, Linear Algebra II, Calculus III, Applied Statistics

PROJECTS

sub-risc-emu | C, Make

- Wrote a CPU emulator for a subset of the RISC instruction set, covering instruction decode, registers and memory
- Extending it to run programs written in my own small language

kestrel | Drone Automation

- Building an automated drone payload delivery system; currently in early development

fishbot | Python, pandas, NumPy

- Group project: bot trading Polymarket crypto markets already decided by Binance prices but not yet resolved, via exchange APIs

doc-cam | Python, Computer Vision

- Surveillance system that tracks identities and collects data about a monitored area

Home Lab | Linux, Docker

- Build and administer a self-hosted Linux server, including storage, containers and remote access

EXPERIENCE

Program Instructor

May 2025 – Aug. 2025

Code Ninjas

Winnipeg, MB

- Taught C# for Unity game development, plus electronics and physics

President; previously VP Internal

Oct. 2025 – Present

Undergraduate Cyber Security Club (UCSC), University of Alberta

Edmonton, AB

- Lead the club's events, CTFs and industry outreach; building partnerships with Alberta tech and security employers
- Co-hosted HTCOTB 2026, a beginner CTF for students from UAlberta, MacEwan, NAIT and more, sponsored by AIMCo, Enbridge and ISACA
- Designed CTF challenges in OSINT and cryptography

Robotics Design

Sept. 2021 – July 2024

Fort Richmond

Winnipeg, MB

- Led robot design and helped organize community outreach events

COMPETITIONS & CERTIFICATIONS

NCC National Final CTF

June 2026

2nd Place in Canada, Team CHADS

Montreal, QC

- Focused on reverse engineering and digital forensics; coordinated work across a four-person team
- Also competed in the BSides Edmonton 2026 CTF

Google – Foundations of Cybersecurity

Oct. 2025

TECHNICAL SKILLS

Languages: C, C++ (Arduino), Python, Java, C#, SQL, Bash, HTML/CSS

Tools and Libraries: Linux/Unix, Git, Docker, Make, MongoDB, Raspberry Pi, Unity, pandas, NumPy, scikit-learn

Areas: Systems programming, computer architecture, computer vision, reverse engineering, digital forensics

Conferences: Canadian Security Conference 2025, CrowdStrike CrowdTour 2026, CyberAlberta Connect 2026