Chase David Eales-Hagger

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Education

Victoria University — Wellington
Bachelor of Computer Science — Mar 2018 - Jan 2021

Experience

Self Employed — Levin
Fencing contractor — Mar 2017 - Nov 2017

- Worked closely with local and regional councils on projects within the community
- Managed sub-contractors and other workers on jobs in which I was the lead.

Te Rohenga Farm — Levin
Farm Worker — Nov 2014 - Feb 2016

- In charge of moving stock around paddocks.
- Fed out in the mornings.

Nube-io — Wollongong, Sydney
Internship — November 2018 - February 2019

- Liaised with marketing team to help build understanding of the product for clients.
- Worked on developing Node.js backend for API requests.
- Ensure data privacy was maintained through encryption of API requests and storage of data.

Skills

Programming Languages:	C/C#/C++, Java, Python, Shell, Rust, Javascript
Operating Systems:	Extensive Windows, Linux and MacOS experience
Public Speaking:	Extremely keen public speaker | Experienced in varied team environments
Software:	Proficient in software such as Photoshop, Illustrator, Blender and Unity
Machine Learning:	Sklearn, Weka, HeuristicLab - Heuristic and Evolutionary Algorithms

Projects

Project Orion *Blender, Unity, Git, C#, C++, Photoshop*
https://github.com/winzlebee/ProjectOrion
Creating a first person driving survival game from scratch with 2 other friends. All assets and code are being created from scratch.

Visualize Football Data *Python, BeautifulSoup, Tableau*
https://github.com/Agile-Llama/Visualize-Football-Data
Using Statsbomb public dataset. Plot all of Lionel Messi's free kicks, use this data to see trends in his success rate.

Beebit-io *Computer Vision, Darknet Neural Network, AWS Cloud, MySql, Node js*
https://github.com/winzlebee/beebit-iot
Using Computer Vision and Neural Networks to assist with building automation. Project for company Nube-io currently being deployed in industry.

NBA-Player-Similarity *Python, PCA, Hierarchical Clustering, K-means Clustering*
https://github.com/Agile-Llama/NBA-Player-Similarity
Using Unsupervised Machine Learning & PCA to determine which NBA superstars are the most alike.