Alexander Blyth

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Work Experience

Full Stack Developer at **3CS Software**   Brisbane   Dec 2017 - Present
- Worked with client's needs and requirements to develop effective and beautiful products.
- Developed applications in varied fields including eyecare, insurance premium funding, childcare and business management.
- Developed internal tools using source generation techniques to allow 3CS developers to quickly develop a full stack web application.

Font-End Developer at **Empower**   San Francisco   Jan 2020 - Feb 2020
- Worked on Empower's internal tools using React.
- Collaborated with a team of 30 employees in Empower's San Francisco office.
- Provided consultation on SEO, best practices and optimisation.

Teaching Assistant at **The University of Queensland**   Brisbane   Feb 2018 - Jun 2020
- Conducted practicals and tutorials in Software Engineering classes - motivating and guiding students to achieve excellence.
- Taught introduction to web design, teaching students human-centered techniques to design and develop websites in HTML, CSS and JavaScript.
- Taught programming in the large, teaching students to employ techniques in Java to help support good practice, follow documentation and learn object-oriented programming.
- Taught design studio two, where students worked in large classes to make a game using professional tools and processes such as git, SonarQube, JaCoCo, Jenkins, and Kanban.

Education

Bachelor of Engineering at **The University of Queensland**   Graduated Jul 2021   GPA 6.6
- Graduated with First Class Honours majoring in Software Engineering.
- Featured in the 2019 Innovation Showcase for Excellence in Design.
- Awarded dean's commendations for academic excellence on six occasions.
- Received the ENGG1200 Engineering Design Award 2016 for innovation and excellence in a first-year engineering project.

Awards

Design Award Winner at **UQCS Hackathon**   Aug 2019
- Created a 2D platforming game called Moonrisers in Unity.
- The game utilizes Unity's block physics system to race to the moon, while trying to escape the deathly goo below them. The first to the spaceship has the choice to help their friends or leave them for dead.

People's Choice Award at **GovHack**   Sep 2018   View More
- Created DiscoVR , a VR application that gives users a preview of new adventure locations around Australia before living the experience in the real world.