**Alexander Ozoline CV**

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LinkedIn - [https://www.linkedin.com/in/alexander‑ozoline](https://www.linkedin.com/in/alexander-ozoline-27b093260/)  
GitHub Repositories - <https://github.com/AlexOzoline>

**personal statement**

Computer science graduate with strong technical skills in software development, database management, and data analysis. Proficient in multiple programming languages, such as Java, Python, and C#. Experienced in working independently and collaboratively on projects with problem-solving and critical thinking skills. Passionate about technology and eager to contribute to a dynamic and innovative team in the tech industry.

**education**

Bachelor of Science, Major in Computer and Software Systems **Mar 2020 - Nov 2022**

**The University of Melbourne**

72 Weighted Average Mark

**employment**

**Tutoring Aug 2018 - Nov 2019**

Mornington Secondary College, Melbourne

* Offered tutoring (3 hours/week) to help high school students understand mathematical concepts
* Improved communication skills while explaining technical concepts to students aged 14-16
* Imparted constructive feedback on course content plan and curriculum design

**Assistant Feb 2017 - Jul 2018**

Dr Peter Scott Orthodontist, Melbourne

* Worked with local orthodontic clinic; scheduled appointments and aid with surgery processes
* Retrieved patient information for 15+ sessions each day to prepare Orthodontist
* Labelled and sorted 1000+ sterilization records by date and time

**skills**

* Programming Languages: C | C# | Java | Python | Haskell | JavaScript
* Relational databases and SQL
* Understanding of DevOps tools: Git, Confluence, Jira etc.
* In-depth familiarity with statistics and their applications in data analysis
* Experience using .NET and cloud technology
* Enjoy working collaboratively with a team to achieve project goals
* Competent in code review for quality and adherence to best practices
* Skilled in Object-Oriented design and development
* Microsoft office suite and Power Bi knowledge

**projects**

* Space exploration game (Unity/C#)- <https://github.com/AlexOzoline/BlockadeRunners>
* Internet forum space for discussion of media (Vue.js/Java/SQL) - <https://github.com/liu35/it-bbq>
* Led a team to create AI agents to play a complex game (Python) - [github.com/AlexOzoline/CacheX](https://github.com/AlexOzoline/CacheX)
* Simple automatic zombie game (Java) - <https://github.com/AlexOzoline/ShadowTreasure>

**references**

Available upon request