

Alice Kokado

alicekokado@gmail.com

github.com/AliceKokado

Auckland, New Zealand

Achievements

Minecraft Cup 2019
Best coding

NCEA Scholarship in
Technology (2017)

Scholarship in IT (2017)

3rd Place at NZPC

Key skills

- Python
- APIs
- HTML
- CSS
- Javascript
- React
- AWS
- C#
- Unity

Education

AWS restart
amazon, Unitec
present

BSc Computer Science
University of Auckland
skipped the first year,
left to pursue a career

Interests

- Netball
- Trading Card Games

Focused and quick-learning programmer with 3 years of experience in software, tutoring, and making connections. Loves technology, teaching and learning.

Career history

Private Programming Tutor self-employed

April 2021 – January 2022

- Curated and taught NCEA mathematics and Python Programming.
- Experience with teaching individuals with disabilities.
- Organised and maintained relationships with Clients.

C# Unity Game Developer at **Incurate**, Tokyo, Japan

June 2019 – November 2020

- Developed maths games using the **Unity Game Engine**.
- Deployed updates using **Sourcetree** as a **GIT** repository tool for **BitBucket**.
- Collaborated using **Microsoft Azure** pipeline to record progress and give comments and feedback to senior engineers and producers.

Programming Tutor at **Coding Lab**, Tokyo, Japan

June 2019 – November 2020

- Coding Lab Japan **won the Minecraft cup 2019** National Tournament for **best coding**.
- Taught 6-13-year-old key programming and computer science concepts and principles through block programming with **Scratch**, **App inventor** and **Minecraft**.
- **Python**. Taught 11+ advanced concepts including **time complexity**, **Machine Learning** and **sorting algorithms**.

Data Entry at Accountants on Archers

March 2016 – August 2016

Assistant English Teacher at KEKK

October 2015 – January 2016

References

Kris Pritchard

kpritchard@unitec.ac.nz