Ariadne Ventura-Koumides

RMIT Software Engineering student with over a year's experience in the working environment.

Highschool Employment

McDonalds - Brunswick
November 2018 — February 2020

- Processed POS transactions including cash or card purchases and refunds.
- Worked as a barista in McCafé, cashier at the front counter and kitchen hand when needed.
- Assisted with receiving and organising delivery of produce.
- Received "Worker of the Month" in March of 2019.

Education

High School, Academy of Mary Immaculate - Fitzroy
January 2015 — December 2020

I completed my VCE education, being a year 12 student in 2020.

Subjects: methods, further, chemistry, biology, Italian and English.

- Received 88.85 ATAR.
- Received 'Certificate of Excellence: Maths' in 2015, 2016, 2017, 2018 and 2019.

Bachelor of Software Engineering, RMIT - City Campus
March 2021 — November 2024

Main software creations so far:

- Programmed an interactive website for accessing information regarding COVID-19 in various states and countries. I focused on both the backend API and the front-end design of the site. I used SQL for the COVID-19 databases and Java to integrate them into the website. The front-end design consisted of using both HTML and CSS. [*High Distinction*]

- Programmed a village generator in Minecraft with MCPi which would randomise the number of houses for a village and where those houses would spawn. I focused on the randomisation of the houses using Python to control the size of the houses, size of the rooms and furniture in those rooms. I also implemented the function which controlled the materials that would be used, depending on which biome the village was spawned. [*High Distinction*]

- Implemented a path planning algorithm with C++ to allow a robot to navigate between two points within a 2D environment (with obstacles). The focus was on pointers and dynamic memory management. [*Distinction*]

- Programmed a text-based C++ program of the board game Scrabble using ADTs, linked lists, pointers, exception handling and dynamic memory management. I focused on various ADTS, the randomisation of the tiles which would be distributed, invalid inputs, colour enhancements and multiplayer which supports 2-4 players. [*Distinction*]

Personal Info

Email:
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Programming Languages

Proficient

Java

Python

C++

HTML/CSS

Familiar

SQL

JavaScript

React

References

McDonald's Manager
Sacha Hansen
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