

Curriculum Vitae

FULL NAME: Ashton Abou-Antoun

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Portfolio: [Github.com/AshtonGit](https://github.com/AshtonGit)

LinkedIn: linkedin.com/in/ashton-antoun-software

Career Objective

I am a passionate computer science graduate seeking a position as a Software Developer. I work well independently and in a team setting. Possessing strong interpersonal skills developed in the events industry I am able to effectively communicate when problem solving. I'm an eager learner who is driven to grow, always seeking an opportunity to broaden my skills set and advance as a developer.

Technical and Skills Profile

- Skilled object oriented programmer. Especially proficient in Java and Python
- Keen interest in Machine Learning and Data Analysis
- Experienced writing front end for mobile applications with Flutter
- Built REST API web applications with Angular JS and Java
- Understand Agile development practices including Kanban, Scrum and Sprints
- Adept using git style source control
- Comfortable using a wide range of programming tools including Postman, Maven, Junit and Spring Boot
- Excellent written and verbal communication skills.

Education

Bachelor of Computer Science – Victoria University of Wellington 2019.

Personal Projects

The source code for these projects and more can be found at my GitHub profile.

1. NEAT-Pacman

A simulation that generates neural networks that can play Pacman. The development of new networks is driven by an evolutionary algorithm (NEAT) where the best performing solutions of each generation have their traits combined to generate the next generation of neural networks. This program is written in Python and uses NEAT-python and Pygame libraries.

2. Digit-Classifer-CNN

A mobile sketch game where users draw a number between 0 and 9 and the algorithm tries to guess its value. The classification algorithm is a convolutional neural network written from scratch in Dart and trained on the MNIST handwritten digit database. The mobile front end was written with Flutter.

3. Webstore-Demo

An online storefront built following micro-service architecture principles. The front end, built with Angular Java Script, retrieves inventory data by making pull requests to a back end server that is written in Java and uses the Spring Boot framework.

Work Experience

- **Volunteers Manager**- Maori Language Parade, Wellington (Chameleon Events July – Sept 2019)

Responsibilities:

- Managed a team of 120 volunteers
- Responsible for the cataloguing and distribution of equipment
- Headed the event emergency hotline
- Cleansed float registration and volunteer application data records
- Outbound calling to verify applicant information and availability.

- **Junior Event Coordinator** (Chameleon Events 2016 – Present)

Responsibilities:

- Oversee the setting up and running of activities, games and booths
- Supervising the information desk
- Point of sale for merchandise.

- **Personal Assistant** (Chameleon Events 2015 – 2016)

Responsibilities:

- Took messages and screened calls
- Transported equipment, supplies and props
- Installed banners, scrimmage, fencing and signage.

- **Upholsterer** (Kadima Design Direct 2019)

References

Scott McFarlane
Kadima Design Direct – Owner & Manager
0276663003

Jamie Wilson
Chameleon Events – CEO & Event Coordinator
021383681
jamie@chameleonevents.co.nz