

# Resume

Hudson Cassidy

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## WORK EXPERIENCE

- Plezzel **Developer** **2018 - 2019**  
Worked as a developer as part of a small team on a Real Estate and Digital Marketing System. As part of this job, i have both lead projects, taught new employees, designed systems, and refactored old code, and worked within the Agile methodology. Technologies included, PHP, Laravel, GraphQL, Python, Github, Cpanel, HTML/CSS, Javascript, Amazon. As part of this role I also took initiatives to improve the processes and efficiency of the overall company and platform, while also contributing to new projects in the works.
- Cognizant **Intern** **2017**  
Undertook a summer internship with Cognizant as an intern in their Analysis Information Management department. This involved writing both the front and back-end of a web system written in PHP, MySQL, HTML/CSS.

## EDUCATION

- RMIT **Bachelor of Computer Science** **2014-2017**  
Completed a Bachelor of Computer Science at RMIT Melbourne. The course covered languages such as java, C, C++, MYSQL, python,  $\LaTeX$  and web-based languages such as PHP, HTML/CSS and JavaScript. The course also delved into computational mathematics, the analysis of algorithms and data structures and all 3 major Operating systems. It also covered UML, common design methodologies such as agile and scrum, as well as common software engineering practices including source control like git. I also studied project management, along with 3d graphics and real-time rendering using the OpenGL library, including shaders with GLSL and took my advance electives in artificial intelligence and cloud computing.

## PERSONAL PROJECTS

### Game Engine

Make a bare bones engine written in C++ using the SFML library. It is built using the Entity Component System design pattern, and includes features such as: logging, animation, asset handling, gamestates and more.

### Discord Bot

Created a few bots for a discord server. These bots are written in python, and call various API's. I have also hosted them all on an AWS EC2 instance

### PHP Tree Library

In progress Library for PHP that adds tree structures to use. The trees are designed to seamlessly work within the language, inheriting the iterable class, accepting variatics and typeless data. Full unit tests are also provided for the work completed as well, written in PHP Unit, and built to PSR-4 standards. The latest release is also available as a composer package, or on a public git repo (check out my git from the link above)

## REFERENCES

Adam Clapinski 0403626263  
Jahryn Galbraith 0409054508

## LANGUAGES KNOWN

PHP  
Python  
C++  
Javascript  
Java  
HTML/CSS