

Resume

Hudson Cassidy

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Github <https://github.com/CrimsonNynja>

WORK EXPERIENCE

- Halaxy **Application Developer** Current
Currently working as an Application Developer for Halaxy, in the healthcare space, in a PHP, Symfony stack.
- Plezzel **Developer** 2018 - 2019
Joined a small start-up in the Real Estate / Digital Marketing space in Geelong as the 3rd developer. While there I took the following initiatives:
- Rewrote the email template engine, cutting development time from 1 week to a day per template. This system needed to allow each template to be styled and branded differently, as well as provide some rudimentary logic. This included separating out the data from the visuals, and providing a layer that ensures that email compatible HTML / CSS is produced.
 - Learned and used GraphQL and Laravel to rebuild the mobile app's backend from scratch.
 - Helped the team rewrite old code into new maintainable modules, including starting to write unit tests, and incorporate proper git processes (code reviews, better branch management) and start using Jira to manage sprints.

EDUCATION

- RMIT **Bachelor of Computer Science (RMIT University)** 2015-2017
Completed my Bachelor of Computer Science at RMIT Melbourne. I undertook electives in Real-Time Rendering in OpenGL and project management, and advance electives in Cloud Computing and Artificial Intelligence

PERSONAL PROJECTS

- Node API **<https://github.com/CrimsonNynja/MonsterHunterAPI-Node>**
Restful API made in node, connecting to a mongoDB instance. This project uses the mongoose, and express packages. The database is also on my github (<https://github.com/CrimsonNynja/monster-hunter-DB>) This was made to learn some Node, and to provide a foundation for another react project i have in the works
- Entity Component System **<https://github.com/CrimsonNynja/UnderWorld2d-Engine>**
Made a bare bones engine written in C++ using the SFML library, to help solidify some lower level programming concepts. It is built using the Entity Component System design pattern, and includes features such as: logging, animation, asset handling, gamestates and more.
- PHP Tree Library **<https://github.com/CrimsonNynja/PHP-Trees>**
Library for PHP that adds tree structures. The trees are designed to seamlessly work within the language, utilizing the latest PHP features. Full unit tests are also provided, written in PHP Unit, and built with PSR in mind. The latest release is also available as a composer package. I built this as PHP does not have any trees structure in its core, and there is no library that I can find for structure like a Rope.

REFERENCES

Max Bush 04 0418 0650
Jahryn Galbraith 04 0905 4508

CURRENT AREAS OF INTEREST

PHP
Javascript (React, Node)
Python
GraphQL
Data Structures
Test Frameworks

EXPERIENCE

Programming Languages

C++
PHP
HTML / CSS
Python
Javascript
SQL

Tools / Frameworks

Git
Jira
Php-Unit
SFML
GraphQL
React
Node
AWS