

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**
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 maintained old code, within the Agile methodology. Technologies included, PHP, Laravel, GraphQL, Git, Cpanel, HTML/CSS, Javascript, AWS. As part of this role I also took initiatives to improve the processes and efficiency of the overall company and platform, reducing developments time in some cases dramatically.

REFERENCES

Max Bush 04 0418 0650
Jahryn Galbraith 04 0905 4508

AREAS OF INTEREST

PHP
Javascript (React, Node)
C++
Python
GraphQL
Test Frameworks

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

Made 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.

Monster Hunter Database

A database written in MongoDB, from scratch to use as a testing database for any projects I might need random data for. This includes a wide array of information on monsters from the monster hunter series, as well as corresponding images.

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, and utilizing the latest features. 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)