

Daniel Fraser

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Hey, I'm Daniel

I studied human computer interaction and software development at University of Queensland. I began my degree because of a general interest in everything technology and continued to study and dive further into the tech world after experiencing how powerful technology can be. I want to use my skills to not only understand the problems we have in the world but help design and build new and innovative solutions to face these problems. I have designed and developed on a range of projects from hackathons, to contract jobs (including Virtual Reality) and more recently a start-up venture. I have also worked in schools across Brisbane as a teacher and the University of Queensland as a course tutor to help teach what I know about code and design.

Education

High School
Fraser Coast Anglican College
Graduated 2013

Bachelor of Multimedia Design
University of Queensland
2014-2017

Honours

Deans Commendation for
Academic Excellence
Semester 2, 2016

Random Hacks of Kindness
First Place
Summer 2017

Honourable Mention at
GovHack International Awards
2017 for Project 'Rack City'

Volunteering

Random Hacks of Kindness
Charity Hackathon
Winter 2016 & Summer 2017

ITEE Faculty Representative
UQ Open Day
2016 & 2017

GovHack Event Volunteer
2016 & 2017

References

Tim Hadwen
Hardware Engineer / Co-founder
Micromelon Robotics
tim@micromelon.com.au
04 0243 7937

Dr. Marie Boden
Academic Research & Outreach,
University of Queensland
marieb@itee.uq.edu.au
07 3365 1657

Dr Stephen Viller
Director of Coursework
Studies for ITEE,
University of Queensland
viller@itee.uq.edu.au
07 3365 1190

Skills & Work

My skill set encompasses talents from multiple different typical roles found in the tech world. I see myself as both a designer and a developer. The core themes of both; understanding, research and creative thinking in design and problem solving and efficiency in programming resonate with me. As such I work to keep my skills in both fields honed and actively look for work and projects that allow me to explore and practice both roles simultaneously. However, I understand the perfect role for me may not exist and I will always find myself skewing to one side more than the other in my career.

Design

Confident Using

Adobe Photoshop
Adobe Illustrator
Adobe XD
Balsamiq
Invision
Paper Prototyping
Rapid web-based prototyping

Experience Doing

Interviewing
User Testing
User Research
Critiquing
Design Sprinting
Scrum Mastering

Developing

Confident Coding

HTML5/CSS3
Javascript
React
jQuery
PHP/SQL
BootStrap
Less/Sass

A bit of experience with

VueJS
NodeJS
Java
C#

Work

Head Teacher
Code Camp
2016-2017

Robotics and IT Outreach Instructor
University of Queensland
2016-Present

DECO3850, DECO2500, DECO3500
DECO3800, DECO3801 Course Tutor
University of Queensland
2017 - Present

Contract Front End Developer
Shorthand
2017

Contract Interaction Designer and C# Developer
Universtiy of Queensland
(Architecture School)
2017

Digital Product Design and
Web Developer
Micromelon Robotics
2018 - Present

Also good at

Confident Public Speaker
Improv Comedy
Making burgers
Puns