

## Education

**University of New South Wales, Bachelor of Computer Science '18**

Areas of interest; web applications, data visualisation, algorithms.

**University of Sydney, '10, Bachelor of Commerce/Liberal Studies**

Majors: Psychology, Economics, and Political Economy

## Alex Hinds

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I'm a final-year computer science student, formerly a journalist and producer who has worked across online, print and television media. I've always been interested in computers and software, but became driven to understand them more deeply after seeing the influence of algorithms in the media. I'm particularly interested in content algorithms and frontend engineering, but find most computer (and data) science endlessly fascinating. I bring a unique set of skills and experience with nearly a decade in journalism; where the ability to quickly synthesise complex information was critical in a team-oriented environment; combined with a solid technical grounding in computer science.

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## Professional Skills and Projects

### Software Engineering

I'm familiar with the major CS data structures and algorithms: queues, stacks, heaps, trees, etc. various sorts, searches, OOD and design patterns. I believe good code is a function of its maintainability and readability as much as the complexity of its algorithms. Some of my projects:

- [Nodeboard](#), a framework for multiplayer turn-based games; built with node.js, vue, mongodb
- [BabyNamer](#), a list-based ELO voting system to determine rankings of names.node.js, vue, mongodb
- API-Server for all my front-end applications, configured with HTTPS, Nginx
- A puzzle based game including puzzle generator, GUI, engine and backend; built in Java, JavaFX
- CLI based web chat application using sockets (server and client); built in python3; solo uni project.
- [HTML5 Tank game](#); using canvas, javascript, HTML, CSS; solo project.
- Facebook-esque cgi-based [web application](#); built with cgi, python3, sqlite. Solo uni project
- [Procedural map generator](#), world builder python package; built with python3; open source
- My [portfolio website](#). Built with node.js, vue.js.
- Routing applications for a faux-logistics client, using A\*; built with java; solo uni project.
- Wordladder; built with HTML, CSS, basic JS, python3 cgi backend; solo project
- Plus others.. (See github)

I would be comfortable to approach most problems in the C, Java, JavaScript and Python. I've used postgresSQL/sqlite, node.js, and Flask for web applications. My frontend experience is focused heavily on Vue.js but I have some familiarity with D3.js and React.js. I'm also fairly strong with Perl and shell scripting.

### And...

I also have skills with Git, Final Cut Pro X, Quantel, Nettia, Disqus, livefyre, and various digital CMS platforms including Drupal, Wordpress, Redback. I'm across podcast production and recording, copywriting, editing, sub-editing, digital and web production, and broadcasting.

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## Employment History and Achievements

### **University of New South Wales, TA/ Tutor, 2016-present**

I currently tutor first-year students in the introductory computer science subject; Introduction to Programming. This subject covers the basic use of the C language and programming foundations. Topics covered included pointers, structs, abstract data-types, and a limited introduction to various control flow techniques. I conducted two short class lectures on good programming philosophies, and the basics of time complexity. I will be continuing this role in 2017.

### **Buy Somewhere, Backend Development Team, 2017, June-September**

In the winter of 2017 I worked with BuySomewhere, an independent game label, launching an augmented reality Monopoly-esque game for mobile. I was part of their unit testing and backend framework development. I worked with Google AppEngine and Unity APIs, and coded mainly in python2.7 and C sharp.

### **Guardian Australia, Sub-Editor, interim Deputy Editor (Sport & Tech), 2015**

At the [Guardian Australia](#) I wrote news and features, took charge of community engagement through social media, ran liveblogs, and liaised with potential writers to engage them if and when required on relevant issues. My work with The Guardian was enlightening; it introduced me to a world class production and news environment with best-in-class standards of copywriting, editing and production.

### **Special Broadcasting Service (SBS), TV and Online Journalist, 2011-2015**

I worked in partnership with the managing editor to edit and produce original content for Cycling Central, SBS's magazine style website about cycling. I wrote op-eds, news, liveblogs and other features. In 2013, 2014, and 2015 I covered the Santos Tour Down Under on location as part of SBS's multimedia team, doing TV broadcast and online production. In 2014, I covered the Tour de France on location where I wrote and produced regular online diaries and was again a part of the TV broadcast team. I was a regular panelist on the SBS's Cycling TV program through my three years with SBS, and was also worked on the Tour de France special edition shows in 2013, and 2015. In 2013 I led the re-launch of the Cycling Central podcast as a regular weekly program, which twice featured among iTunes top-10 sports podcasts.

### **GetUp! Australia, Communications and Data officer, 2009-2010**

I worked with Australia's leading campaigns and political engagement organisation, GetUp!, in a communications role in the lead-up to the 2010 Australian Federal Election. I worked on preparing and launching issue-based campaigns, notably on mental health and climate change. We harnessed the power of the web; crowdfunding, directed social-media engagement, to deliver major policy outcomes.

### **Co-Curricular, and other Achievements**

- I co-authored a book in 2015 on the Tour de France, Legends of the Tour, and have appeared on ABC radio, triple j and done MC work at various cycling club events.
- 7th Sydney Jane Street Programming Competition 2017
- Currently a part of the UNSW ACM training program
- UNSW mentor program.