# Finn Boyle

I am 22 years old and a final year Software Engineering student at AUT. I am looking for a full-time internship in the field of software engineering

I am available from 2024.

I require another 400 hours of relevant work experience to graduate. I must complete and document this experience to be eligible for graduation in 2024.

Software engineering has introduced me to many programming languages and IT skills and I would like to deepen my knowledge in these, as well as develop new skills.

# Bachelor of Software Engineering (Honours), AUT

How to contact me

Mobile:

021 025 62075

Email:

[finnboyle@icloud.com](mailto:finnboyle@icloud.com)

Website:

finnboyle.github.io

I am happy to meet to discuss any opportunities.

Thank you



FEBRUARY 2019 – PRESENT (DUE TO GRADUATE IN 2024)

## Project work

FINAL YEAR INDUSTRIAL PROJECT (2023)

This project involved researching if and how developers can benefit from the use of GPT AI models. I developed controllers for a model windmill with another student

—using a range of methods, from completely manually coded, to using ChatGPT to code the controllers by itself. The codebase was written in TypeScript and C++.

This project was supervised by Roopak Sinha, Deputy Head of School for Engineering, Computer and Mathematical Sciences at AUT.

PYTHON BATTLESHIP AI GAME (2023)

This project involved making a Battleship game, where players would go against an AI opponent. While it is a simple AI, it provides some difficulty as an opponent.

ANDROID DEVICE FRONTEND UI DEVELOPMENT (2022)

For this project, I learned Figma to design and develop an Android UI frontend, intended for a mapping app.

UNREAL ENGINE 5 GAME (2022)

As part of a team of five, I worked to make a short, two- level first-person platforming game using Unreal Engine 5 blueprints. I was tasked with development of the game’s traps (spike traps, sticky traps and bounce pads).

OTHER PROJECTS (2019-2023)

Various websites and Java programs, usually booking systems and proofs of understanding.

OUTSIDE OF AUT (2023-CURRENT DAY):

* Personal website – Hosted at finnboyle.github.io, it is an ongoing project.
* Arduino – I am learning to use Arduinos. One project I have completed is a customizable sign, using an Arduino Uno, three buttons, and an 8x8 LED matrix.

## Skills/Interests

* Java
* HTML/CSS
* Python
* C++
* Human Computer Interaction
* Android platforms (Figma)
* Artificial intelligence—limited experience
* Arduinos and Raspberry Pis—limited experience

*See second page for previous work history and references.*

# Previous work experience, to support study

ONLINE ORDER PROCESSOR TOYCO | OCT 2020 – PRESENT)

I have worked at Toyco for the past three years

—I distribute customer online orders, prepare item transfers to our physical store from our warehouse, and reorganise sections of the warehouse physically and via our inventory management system, Retail Express.

Key responsibilities

* + Online order picking / packing.
  + Warehouse inventory organisation.

Achievements

* + Furthering my ability to use handheld scanners to check, confirm and reorganise stock levels and locations.
  + Understanding of inventory management systems (Retail Express)

“Finn is a fantastic worker who is always reliable, gives every task 100% and completes every task to the best of his ability. It is a pleasure to have Finn in the workplace.”

Chris Smith, Operations Manager, Toyco

CONTAINER DEVANNER



Referees

Roopak Sinha

Deputy Head of School

for Engineering, Computer and Mathematical Sciences at AUT 021 022 11009

[roopak.sinha@aut.ac.nz](mailto:roopak.sinha@aut.ac.nz)

Chris Smith

Toyco Operations Manager 021 107 8111, [chris@toyco.com](mailto:chris@toyco.com)

LINK2 SERVICES / MAINFREIGHT | DEC 2019–FEB 2020

I was employed by Link2 over the summer holidays as a warehouse labourer working mainly with Mainfreight—this involved unpacking shipping containers onto pallets, scanning and checking

in stock, general cleaning of warehouse etc. I was inducted and worked in accordance with all health and safety regulations.

Key responsibilities

* + Container devanning.
  + Pallet stacking/organising.
  + Stock checking and scanning.

Achievements

* + Ability to use handheld scanners to check and confirm stock levels.
  + Increasing my organisational skills.

KITCHENHAND

URBAN VERGE CAFE, EPSOM | JAN 2018–DEC 2019

I worked as a kitchen hand at this busy local cafe, part time for two years. I enjoyed this job, but the hours were limited, so I left to secure full time work elsewhere over the summer holidays.

Key responsibilities

* + Dishwashing.
  + Table serving/clearing.
  + Cleaning.

Achievements

* + Learning to work in a fast-paced environment.