

Wayne Gee

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Education / Qualifications Working Towards

2016 - 2020 - University of Otago Computer Science (major)

2012 - 2016 - Otago Boys High School NCEA Level 3, Level 2 and Level 1

Skills and Competencies

Technical:

- Software Engineering (Python, Java, C)
- Artificial Intelligence
- Database Theory and Applications (SQL)
- Data Science Introduction (R)
- Computer Game Design (C#)
- Cloud Computing Architecture (AWS)
- Network Management
- Web Development and Digital Media (HTML, and CSS)

Interpersonal:

- **Developed fast cooperative relationships** from various group assignments and from Final Year Project.
- **Engaged and committed** from experience being a private tutor and being member of three different student clubs.

Communication:

- **Reports** (from writing various project and design reports)
- **Oral communications** (from project meeting and personation)
- **English, Cantonese** (both are native proficiency) and **Mandarin** (intermediate proficiency).

Teamwork:

- **Adaptive** to different work environments.
- **Flexible** - worked on projects with people from different engineering and science disciplines.
- **Reliable** - support other team members when needed and taking on incomplete project.

Problem-solving:

- **Concept to practical design**, implementing algorithms into systematic step programming solutions.
- **Apply numerical method and modelling** to solve simulation problems
- **Programming (write script code to solve or to process raw data into relevant data).**

Relevant Experience (Early 2019 - 2020)

AI machine learning Genetic algorithm assignment (FEB 2019 – Nov 2019), Supervisor: Dr Lech Szymanski

- The aim of this assignment is to implement a genetic algorithm which optimises the fitness of a species of creatures in a 2d grid-based game. The game pits your own genetic algorithm with other people.
- Programmed in Java.
- I created a single layer neural network model for the agent function of the creatures.
- I made each test to output a graph to easily view the difference.

Software Engineering full year project (FEB 2019 – Nov 2019), Supervisor: Associate Professor Andrew Trotman

- The aim of this assignment is to practice developing a software system using software engineering skills in a team of three people.
- Programmed in C.
- The software designed is a lightweight CLI tool that is used to generate Javadoc mark-up for undocumented source files.
- I worked on extracting and reading the data from input files.
- I was the project manager as well for this project.

Game design (JAN 2020 - FEB 2020), Supervisor: Dr Lech Szymanski

- Designed, prototyped, implemented, polished, and completed making a game in a team of four with a timeframe of 6 weeks.
- Programmed in C#.
- Mainly worked on the UI, Artwork, Animations, Music, and Sound effects.
- Was the project manager.

Interest

- **Hiking/travel** - Exploring new cultures and taking pictures of their unique sceneries.
- **Fiction novel** - Each evening, I take some time to read Korean and Japanese translated novels.
- **Baking** - since a young age, I have learnt to bake from both my parent. At present, I bake once every fortnight.
- **Gaming** - To distress myself, I tend take time to work on design and play PC games.

Referees

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Lecturer

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