|  |
| --- |
| **Education / Qualifications Working Towards** |

**Wayne Gee**

**Address:**

37 Irwin Logan Dr, Mosgiel, New Zealand

**Mobile:**

+64 021 1260 178

**Email:**

flawlesscrown31@gmail.com

**Linkedin:**

https://www.linkedin.com/in/wayne-g-b34394160/

|  |  |  |
| --- | --- | --- |
| 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** |

|  |  |
| --- | --- |
| **Dr Lech Szymanski**  Lecturer  Tel:  +6434795691  lech.szymanski@otago.ac.nz |  |