

garthwales

Computer Science Graduate

<https://garth.wales>



Dunedin, New Zealand



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Garth Wales
GenericPath

programming

in order of experience

C, Java, Python
C# (Unity), JavaScript
Kotlin, CSS & HTML
C++, \LaTeX
MATLAB, R

tools

Git, Bash, docker
Windows, Linux, macOS

education

2018–2020	Bachelor of Science (New Frontiers Scholarship) Major in Computer Science Minor in Mathematics	<i>University of Otago</i>
2013–2017	Otago Boys High School Excellence endorsed at Level 1, 2 and 3	

experience

2 nd Semester 2020	COSC242 Lab Demonstrator (C programming) Answered any C related questions, debugged C code and marked tests. Helped students to understand memory allocation, pointers and dynamic data structures such as red-black trees and hash tables.	<i>University of Otago</i>
1 st Semester 2020	COSC241 Lab Demonstrator (Java programming) Helped teach students recursion, inheritance and different sorting approaches in Java. Good debugging practice and experience explaining code to others.	<i>University of Otago</i>
Each Summer 2017–2020	Seasonal Farm Hand Self-managed tasks such as weed management, milking, tractor work and maintenance jobs. Key to be hard working and have perfect time management as tasks must be juggled throughout the day.	<i>Southern View Dairies</i>

projects

2020	OpenOtago (Kotlin) Created an android replacement to the University of Otago's online resources. Features full continuous integration with build, testing (including integration tests) and deployment all being automated. We also used codacy to maintain code quality and codecov to highlight test coverage.	<i>COSC345, Software Engineering</i>
Summer School 2020	Villainy (C# / Unity) In a team of four, created a reverse tower defense game in 6 weeks. My role was lead programmer and lead designer. I undertook the development of game flow, UI programming and a modular level system. I also integrated each of the components produced by the other students. I am quite pleased with how this turned out, the balance of each level turned out as planned.	<i>COSC360, Game Design</i>

interests

personal: skiing and mountain biking