SOSAIAH HILLIER-BARNES

Computer Science Student

Brisbane, QLD | sosaiah@outlook.com | sosaiah.netlify.app | 0421 323 311

CAREER OBJECTIVE

I am a third-year computer science student hoping for a role within the tech industry in which I can grow and learn from my team-members whilst using my own experience to make meaningful contributions.

Education

Queensland University of Technology (QUT)   Brisbane, Queensland
Bachelor of Information Technology   Expected May 2026
Major in Computer Science

Related Units

Software Development, Algorithms and Complexity, Discrete Structures, Networks, Systems Programming, Database Management

PROJECTS

Raycaster, Personal Project
Constructed a simple 3D rendering system in C++ with OpenGL that generates a first-person view from 2D map data. Implemented fundamental raycasting algorithms to render environments with wall collisions and basic lighting effects.

Eye Health CRUD App, Academic Project
Developer and project manager for a team that developed an application using Java and GitHub that tracked screen usage and suggested breaks and eye exercises to reduce eye strain accordingly. User login details would be encrypted using a salt hash and stored alongside their usage history using an SQLite database.

Something I Haven't Though of Yet, Personal Project
It will be really cool

YourTube, Academic Project
Co-developed a scalable AWS video platform using React.js with a microservice backend (EC2/Lambda/S3). Enabled secure user uploads, MP4 transcoding, and YouTube API integration for content discovery. Implemented enterprise security via Cognito authentication and KMS encryption, with ALB-distributed traffic across decoupled services. The architecture supports horizontal scaling to 10,000+ concurrent users through optimisations like Fargate containers and Global Accelerator.