

# Jake Lane

Software Engineering Student  
Lyndoch, South Australia

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## EXPERIENCE

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- **Dolby Australia** North Sydney, New South Wales  
*Intern Engineer* Nov 2017 — Feb 2018
  - Developed Android application in Kotlin utilising reactive and MVVM patterns
  - Set-up Continuous Integration and Continuous Deployment with instrumented testing for Android application development and containerisation with Docker
  - Worked on internal tool with Angular 4 utilising TypeScript and RxJS
  - Contributed to cloud architecture utilising Firebase
- **Alcidion Corp.** Wayville, South Australia  
*Software Engineering Intern* Nov 2016 — Feb 2017, Jul 2017 — Jul 2017
  - Worked on a Miya product in the product development team
  - Developed an interactive editor webapp with Typescript, React, Redux, React DnD
    - \* Implemented compiling to and from Smartdown (a markup language) with ASTs, static analysis, and recursive descent parsing
  - Developed a React Redux webapp to display data from Team Foundation Server in an interactive format
- **School of Computer Science, University of Adelaide** Adelaide, South Australia  
*Teacher's Assistant* March 2017 — Present
  - Taught first and second year students in practicals and previously tutored one-on-one for the Computer Science Learning Centre in 2016
  - Courses: Algorithm Design & Data Structures, Object Oriented Programming, and Web & Database

## EDUCATION

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- **University of Adelaide** Adelaide, South Australia  
*Bachelor of Engineering (Honours) (Software)* 2015 — Present
  - Expected Completion: Nov 2018
  - GPA: 6 / 7

## PROJECTS

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- **Toffeed:** A wrapper app for Facebook's mobile site that provides enhancements and a (somewhat) native app feel. Utilises injected JavaScript to manipulate the DOM and JavaScript Interfaces to obtain data directly from the site. Over 50,000 downloads on Google Play.
- **Wolfram|Alpha Reddit Bot:** A Reddit bot written in Python using PRAW that replies with data from the Wolfram|Alpha API when summoned or a direct link is posted.
- **RapidTools:** A custom Minecraft server plugin written in Java. It served many functions, which reduced the amount of plugins required (thus improving server performance). Interacted with an API to display output on the website.

## SKILLS

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- **Languages:** C++, Java, Kotlin, HTML/CSS/JS, TypeScript, Python, C, Ruby
- **Technologies:** Android, Git, ReactJS, NodeJS, Angular 4, Rails, Docker, Fastlane, Linux, SQL, Raspberry Pi

## RELEVANT COURSES

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Engineering Software as Services I & II	HD & D
Computer Graphics	D
Event Driven Computing	HD
Mining Big Data	HD
Algorithm & Data Structure Analysis	D
Problem Solving & Software Development	HD
Artificial Intelligence	D
Project Management II	HD

## MISCELLANEOUS

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- Computer Science Club Committee (2017)
- Sports
  - Former State Level Competitive Swimmer
  - Tennis