ANDREW MARTIN

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Career Objective

As a final year Mathematics student, double-majoring in the fields of applied and statistical mathematics, I am a self-driven knowledge seeker. I am pursuing a career to apply my technical skills in physical system modelling and software development. I expect to graduate at the end of this year.

Education

Bachelor of Mathematical Sciences University of Adelaide GPA 5.2 / 7

 $2016 \text{ -present} \\ Expected \ completion \ 2018$

South Australian Certificate of Education University Senior College Australian Tertiary Admission Rank 96 / 100

2014-2015

Employment History

University of Adelaide

Full Time Student

- 2016 2018
 - · Problem-solving and bolstering creativity
 - · Linking mathematics with computer science

Centre for People Development (CPD)

· Participation in group projects

Position - **Data Entry**, **Front-end Web Developer** 2017 - Present

- · Communicate with clients regarding design
- · Emphasis on UX/UI
- · Analysis of surveyed data

Private Mathematics Tutoring

2015 - present

- · High and senior school levels
- · Explain and clarify difficult concepts
- · Develop problem solving strategies

Coding Proficiency

| Skill | Proficiency | Acquired | External usage |
|----------------|-------------|--------------------------------------|-----------------------------|
| | | | |
| $\mathbf{C}\#$ | Experienced | (2016) Personal Unity Project | Main Coding |
| \mathbf{CSS} | Experienced | (2016) Centre for People Development | - |
| LaTeX | Experienced | (2016) Self-taught for University | Maths assignments |
| C++ | Proficient | (2017) Object Oriented Course | Unreal Engine |
| HTML | Proficient | (2016) Centre for People Development | - |
| JS | Proficient | (2016) Centre for People Development | - |
| \mathbf{R} | Proficient | (2015) University statistics courses | Data analysis |
| Python | Proficient | (2013) NCSS Python Competition | Short scripts (e.g. regexp) |
| \mathbf{SQL} | Novice | (2018) Mentoring | - |
| PHP | Novice | (2018) Mentoring | - |
| XSLT | Novice | (2018) Mentoring | - |

Extra-curricular

Unity Personal Project 2016-present

- · Developing C# code
- · Manipulating the Unity API
- · Debugging and Optimising code

Code Mentoring 2017-present

- · Teaching problem-solving strategies
- · Emphasis on documentation and understanding
- · Improving code

Team Competitive Coding 2016-present

- · Leading and managing tasks
- · Devising strategies
- · Identifying appropriate algorithms

Competitive Video Gaming 2016-present

- · Organising team practice times
- · Managing tournament entry
- · Reflecting on performance

Awards and Achievements

- Award for outstanding achievement (A or greater in 5 year 12 subjects) at the University Senior College
- Participated in the Microsoft Competitive Programming Challenge (2018)

Referees

Simon Kreig Anthony Kikkert General Manager Chief Systems Architect, Director

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