

# Kimberley Evans-Parker — RESUME

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## Introduction

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I was born in New Zealand and enjoy travelling. I also enjoy badminton, skiing, art and piano. I am now studying a conjoint of Computer Systems Engineering and Science, majoring in Logic and Computation at the University of Auckland.

## Summary

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- ❖ Work experience – Programmer at No. 8 Wireless, Teacher at Bricks4Kidz, Checkout Operator at Gilmours, CEO of School Storage Solutions
- ❖ Values – Good problem solver, organised, polite, friendly, quick thinker, hard worker and enthusiastic
- ❖ Education – University of Auckland; conjoint of Computer Systems Engineering and Logic and Computation
- ❖ IT Skills – C, C++, Python, Matlab, HTML/CSS, JavaScript, React, VHDL, Java, Linux, Ubuntu and Git
- ❖ Electrical skills – worked with microcontrollers, PCBs and seven-segment displays

## Work Experience

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### Teacher at Bricks4Kidz

*January 2020 – Present*

I work at Bricks4Kidz, teaching young children STEM and problem-solving skills using Lego Mindstorms robots.

### Co-Founder of School Storage Solutions

*March 2016 – Present*

I created this business during my final year of high school, which rented out lockers to students at Sancta Maria College. I was able to make a profit in the first year and am still running this alongside my studies. During this, I took on the roles of Marketing and Sales Director, Communications Officer and Production manager. This helped me to develop many skills, such as teamwork, time management, organisational skills and communication to the team, customers and manufacturers. If you are interested, you are welcome to visit the business' website; [www.schoolstorage.co.nz](http://www.schoolstorage.co.nz)

### Tutor for CompSci 220

*September 2019 – November 2019*

I have also tutored a student for a stage two computer science course – CompSci 220 on analysis of algorithms.

### Software Internship with No. 8 Wireless

*January 2019 – March 2019*

No.8 Wireless, is part of a U.S. company; Ooma that designs and produces home and business phones. My role was to develop an automated testing system for these phones. I programmed in Python, worked with both Windows and Linux and worked closely with the hardware of the phone that I was testing.

### Cashier at Gilmours

*December 2017 – April 2018*

I have worked as a cashier at Gilmours for several months, this has improved my interpersonal skills and efficiency.

### Competitions

I have also taken part in many competitions, including the New Zealand Programming Competition (NZPC), Global Game Jam, an IBM Hackathon, Microsoft hackathon, a DEVS hackathon, a mobile app competition, an Alice competition and several math competitions. I received Best Presentation for a 2019 Computer Science hackathon, came 3<sup>rd</sup> in New Zealand in NZPC and was awarded 1<sup>st</sup> place in the 2020 DEVS Hackathon.

### Volunteer work

My volunteer work includes making poppies for Anzac Day and reforestation at Motuihe Island. I have also volunteered as a teacher for Robogals, which is a group that visits primary kids and teaches them how to program robots. I have been the class representative for two of my university courses – Phil 222 and Logiccomp 301. My role as class rep was to relay any queries, concerns or teaching preferences the class has to the lecturers.

## Qualities

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- ❖ Good problem solver – designed solutions to problems in hackathons and programming competitions
- ❖ Organised – Ran a business that has been continued whilst taking 5 courses a semester at university
- ❖ Polite and friendly – I have worked in customer services, taught children to code and taken up the role of class rep
- ❖ Quick thinker – been in competitions including, NZPC, Alice competition, Mathex, and other math competitions
- ❖ Hard worker – often took 5 papers a semester, whilst working part-time

## Education

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I passed NCEA Level 3 with excellence endorsement. I attained 72 excellence credits, achieving a rank score of 312/320.

I am now in my fourth year of university, taking a conjoint in Computer Systems Engineering and Science, majoring in Logic and Computation. I expect to finish this degree in 2021.

## Technologies

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- ❖ C, C++ – wrote programs calculating quantities of matching numbers in a matrix and shortest path algorithm for a robot
- ❖ Python – written many programs that make use of OOP and APIs and was used over my No. 8 Wireless internship
- ❖ Java – Created a dungeon runner game
- ❖ Matlab – wrote programs including ‘greedy path’ program to find the path of least elevation change across a map
- ❖ VHDL – wrote code for a 7-seg display decoder and implemented Flappy Bird
- ❖ SQL – Used databases for a messaging application
- ❖ HTML, CSS and JavaScript – created websites using HTML and CSS (see [www.schoolstorage.co.nz](http://www.schoolstorage.co.nz))
- ❖ React and Redux – Created an RPG dungeon crawler; Roll for Reaction, which is an open-source fork of react-rpg

## Projects

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### Roll for Reaction – Turn-Based Dungeon Crawler RPG

*March 2020 – June 2020*

Roll for Reaction is a turn-based dungeon crawler RPG written with React, Redux, JavaScript, HTML and CSS. It is an open-source fork of react-rpg and builds upon and enhances the base game. This is done by modifying and adding elements to lightly emulate the popular tabletop role-playing game Dungeons and Dragons: 5th Edition.

<https://github.com/Matteas-Eden/roll-for-reaction>

### Doto – Task Manager

*March 2020 – May 2020*

In a team of 20 implemented Doto; an open-source, smart scheduling calendar and to-do app. It has the basic functionality of any calendar app and can be used to make to-do lists. It also has smart scheduling capabilities, meaning the app will allocate inputted tasks in a suitable time in the user’s calendar. Doto uses Google to sign up, meaning that to use this app, the user must have a google account. Doto was developed using the M.E.R.N (MongoDB, Express, React, Node) tech stack.

<https://github.com/se701g2/Doto>

### Flik – Line Following Robot

*July 2019 – October 2019*

In a team of 4, we created Flik; a line-following robot that utilises a custom-made PCB with light sensors, a radio frequency module, ADC, PSoC and shortest path algorithms written in C.

### CherryPy Social Network

*May 2019 – June 2019*

A social network similar to Twitter, which was developed individually in Python 3, on a CherryPy server. It also utilises NaCl, json, jinja 2, HTML5 and CSS, JavaScript and cryptography. This could authorize and report login from a login server to a main server run by the lecturer, and see how many web clients are online. It could also send messages privately and in group chats while sending public "tweets" out to all viewers, and block keywords and people from showing up.

### Eventigate – Project During KPMG Hackathon

*May 2019*

A hub for people to organise and meet up at a range of events with a specified host and location. Aims to connect organisations and volunteer groups who wish to hold events with places people. This was done by 6 people using JavaScript, HTML and CSS. Won best presentation in the AUCS, KPMG hackathon.

<https://github.com/KimberleyEvans-Parker/Eventigate>

### Flappy Bird – FPGA VHDL Side Scroller Game

*April 2019 – May 2019*

A game based off flappy bird, created by a team of 2, using VHDL. This was designed to be run on an Altera DE0 Board, equipped with an Altera Cyclone III 3C16 FPGA. Understanding of the FPGA hardware, VHDL and Git were developed.

### Asha's Quest – 2D Java Dungeon Crawler Game

*March 2019 – April 2019*

Asha's Quest is an action-adventure game in the vein of Zelda, created using Java, primarily Java Swing. This was a 2-person project, with the game created from scratch. Details of the project are available on the GitHub repository it was cloned to, shown through a GitHub Wiki. Proficiency in Java 8 (particularly Java Swing and Java AWT) and Git developed.

<https://github.com/uoa-cs302/AshasQuest>

## References

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Can be provided upon request.