

kimberleyevans-parker.github.io

KimberleyEvans-Parker

KimberleyEvans-Parker

kimberley@evans-parker.com

021 075 6647



Kimberley Evans-Parker

Work Experience

Engineering Intern with FlexWare *September 2020 – Present*

- ❖ Programming C# applications
- ❖ Manufacturing different cables
- ❖ Researching potential solutions to problems

Co-Founder of School Storage Solutions *March 2016 – Present*

- ❖ Created during high school as part of the Young Enterprise Scheme
- ❖ Renting out lockers to students at Sancta Maria College
- ❖ Made a profit in the first year
- ❖ Being run alongside studies
- ❖ Taken on many roles, improving my teamwork, time management, organisation and communication
- ❖ www.schoolstorage.co.nz

Co-Founder of Graduation Plushies *October 2020 – Present*

- ❖ A service creating custom-made graduation hats for plushies
- ❖ Popular amongst grads and made a profit in first year
- ❖ View the plushies here; www.facebook.com/gradplushies

Web Developer at Rocos *April 2021*

- ❖ Used JavaScript, HTML, CSS to create web applications
- ❖ Implemented API calls and subscriptions

Teacher at Bricks4Kidz *January 2020 – April 2021*

- ❖ Taught primary school children STEM and problem-solving skills using Lego Mindstorms robots

Tutor for Computer Science *September 2019 – November 2020*

- ❖ Tutored students in Computer Science 220 analysis of algorithms and Computer Science 367 artificial intelligence

Software Intern with No. 8 Wireless *January 2019 – March 2019*

- ❖ No.8 Wireless, is part of a U.S. company – Ooma
- ❖ Developed an automated testing system for Ooma's ethernet phones
- ❖ Gained experience in Python, Windows Linux and hardware.

Cashier at Gilmours Food Outlet *December 2017 – April 2018*

- ❖ Enhanced my interpersonal skills and efficiency

Competitions

- ❖ Global Game Jam
- ❖ 2020 DEVS hackathon – *1st place*
- ❖ IBM Hackathon
- ❖ Alice competition – *2nd place*
- ❖ Microsoft hackathon
- ❖ MYOB IT Challenge – *3rd place*
- ❖ Mathex
- ❖ Mobile App Competition
- ❖ New Zealand Programming Competition – *3rd in New Zealand*
- ❖ AUCS, KPMG Hackathon – *Best Presentation*

Volunteer work

- ❖ Made poppies for Anzac Day
- ❖ Reforestation at Motuihe Island
- ❖ Robogals – taught primary students how to program robots
- ❖ Class representative for three of my university courses. Role involved communicating queries, concerns or feedback between students and lecturers.

About

A kiwi-born problem-solver.
Love programming and have many hobbies including badminton, skiing, art and piano.

Education

Computer Systems Engineering & Science with Logic and Computation

University of Auckland 2016 - 2021

NCEA Level 3

- Excellence endorsement
- Rank score of 312/320.

Sancta Maria College 2012-2016

Technologies

- ❖ Python
- ❖ SQL
- ❖ C
- ❖ HTML
- ❖ C#
- ❖ CSS
- ❖ C++
- ❖ JavaScript
- ❖ Java
- ❖ React
- ❖ Matlab
- ❖ Redux
- ❖ VHDL
- ❖ Git

Qualities

- ❖ **Problem-solver** – designed solutions to problems in hackathons and programming competitions
- ❖ **Organised** – Co-founded two start-ups which continued running during University studies
- ❖ **Polite and friendly** – worked with children, in customer services, class rep roles
- ❖ **Quick thinker** – competed in NZPC, Alice competition, hackathons, Mathex and other competitions
- ❖ **Highly effective worker** – often took 5 papers a semester, whilst working part-time

Projects

Advent of Code

December 2020

- ❖ adventofcode.com/2020 Site offering a variety of coding challenges
- ❖ Used Python to create various algorithms and develop solutions to these problems
- ❖ github.com/KimberleyEvans-Parker/AdventOfCode

PYTHON

Upskill – Hub for people to learn, teach, upskill and network

July 2020

- ❖ Created by a team of six students
- ❖ People can upskill by learning from other locals or gain income by teaching their skills
- ❖ Businesses can scout for talent by positing challenges for people to complete
- ❖ Won 1st place in the 2020 DEVS Hackathon
- ❖ github.com/Pyxxil/upskill

HTML ♦ CSS ♦ JAVASCRIPT

Roll for Reaction – Turn-Based Dungeon Crawler RPG

March 2020 – June 2020

- ❖ A turn-based dungeon crawler RPG
- ❖ An open-source fork of react-rpg and builds upon and enhances the base game
- ❖ Elements were modified and added to emulate the tabletop RPG Dungeons and Dragons
- ❖ github.com/Matteas-Eden/roll-for-reaction

HTML ♦ CSS ♦ JAVASCRIPT ♦ REACT ♦ REDUX

Doto – Task Manager

March 2020 – May 2020

- ❖ Developed by a team of twenty students
- ❖ Open-source, smart scheduling calendar and to-do app
- ❖ Contains smart scheduling capabilities to allocate inputted tasks into an optimal timeframe
- ❖ Uses Google authentication
- ❖ Developed using the M.E.R.N (MongoDB, Express, React, Node) tech stack.
- ❖ github.com/se701g2/Doto

HTML ♦ CSS ♦ JAVASCRIPT ♦ REACT ♦ REDUX

Flik – Line Following Robot

July 2019 – October 2019

- ❖ Built by a team of four students
- ❖ Robot moves, following floor lines produced via projector
- ❖ Utilises custom-made PCB with light sensors, a radio frequency module, ADC and PSOC
- ❖ Uses shortest path algorithms written in C.

C ♦ PCB ♦ ADC ♦ PSOC

CherryPy Social Network

May 2019 – June 2019

- ❖ Social network similar to Twitter
- ❖ Developed individually in Python 3, on a CherryPy server
- ❖ Utilises NaCl, json, jinja 2, HTML5 and CSS, JavaScript and cryptography
- ❖ Able to authorize and report login to a main server, and view online web clients and send messages privately, in group chats or as public "tweets"
- ❖ Function to block keywords and people

PYTHON ♦ HTML ♦ CSS ♦ JAVASCRIPT

Asha's Quest – 2D Dungeon Crawler

March 2019 – April 2019

- ❖ Two-person project
- ❖ Action-adventure dungeon crawler in the vein of Zelda
- ❖ Created from scratch using Java, primarily Java Swing
- ❖ Animations for the main character and home screen drawings were original creations
- ❖ github.com/uoa-cs302/AshasQuest

JAVA ♦ JAVA SWING ♦ JAVA AWT