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### **Career Objective**

*"I am currently sitting my final semester at AUT in a Bachelor of Computer and Information Sciences, majoring in Software Development.*

*I am excited to join the industry to utilize and improve the skills I have learnt thus far."*

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### **Skills and Experience**

- Experienced in and currently learning Java for AUT Bachelor of Computer and Information Science. Introduced to C++ this semester
- Software development major with focus on Agile methodologies
- Android application development
- Knowledge of databases and SQL (Oracle)
- Strong problem solving skills with the ability to think "outside the box"
- Excellent time management skills with good judgment of priorities
- Experienced in working successfully within a diverse team, and relating to people in a relaxed and friendly manner
- Skilled in working efficiently and autonomously gained while working sole charge with the ability to make logical decisions
- Well-developed interpersonal and communication skills, with the ability to relate to a wide range of people
- Willing to learn, good sense of humour, focused with strong customer service skills

## **Education and Training**

|                                  |   |
|----------------------------------|---|
| <b>Jan 2015 –<br/>To Present</b> | <b>Research and Development Project (Auckland University of Technology)</b><br><i>Fiserv, Auckland CBD</i><br>Final year project for the Bachelor of Computer and Information Sciences. One of four students selected to work on the “Sign-in Tool” project presented to the AUT by Fiserv. |
| <b>Jan 2014 –<br/>To Present</b> | <b>Bachelor of Computer and Information Sciences (Sitting final semester)</b><br><i>Auckland University of Technology</i><br>Grade point average currently A-   |
| <b>Jan 2009 –<br/>Dec 2010</b>   | <b>Graduate Diploma of Game Development (NZQA Level 7, Merit)</b><br><i>Media Design School, Auckland CBD</i>   |
| <b>Jan 2008 –<br/>Dec 2008</b>   | <b>Diploma of 3D Computer Animation (NZQA Level 6)</b><br><i>Media Design School, Auckland CBD</i>  |
| <b>Jan 2006 –<br/>Dec 2006</b>   | <b>Bachelor of Science – Information Systems (DNC)</b><br><i>Massey University</i>  |
| <b>Jan 2005 –<br/>Dec 2005</b>   | <b>National Certificate – Level 3 NZQA Educational Achievement</b><br><i>Rangitoto College, North Shore City</i>  |

## **Educational Awards**

|             |   |
|-------------|---|
| <b>2015</b> | <b>Bachelor of Computer and Information Sciences</b><br>Outstanding Grade Point Average Certificate |
|-------------|---|

## **Work History**

**Jan 2016 –  
Oct 2016**

### **Computer Operator**

*ASB Bank, Technology & Innovation Hub, Albany*

#### **Tasks and Duties:**

- Monitoring ATM and business critical systems
- Executing daily procedures and reports
- Incident management
- Performing IT service desk trouble shooting during the weekend period

**Dec 2014 –  
Feb 2015**

### **Temp Recruitment**

*Drake International, North Shore*

#### **Tasks and Duties:**

- Availability for any temp based job that was offered
- Working with a team to unload and store contents of a shipping container
  - Glass Corp, PSP
- Warehouse Pick Packing
  - Mighty Ape

**Jan 2012 –  
Mar 2014**

### **3D Artist**

*Outsmart, Auckland CBD*

#### **Tasks and Duties:**

- One of two 3D artists part of a development team spearheading the company's entrance into the mobile game industry
- Creation of 3D and 2D assets for mobile and web based games
- Sole responsibility for level design and creation
- Working closely with others to complete team based tasks for projects

**Aug 2011 –  
Dec 2011**

### **Textiles Warehouse Worker**

*Mollers, North Shore*

#### **Tasks and Duties:**

- Sole responsibility for unpacking large shipping containers of product. Originally handled by a team of 2 to 3 people.
- Packing and organization of products in warehouse

**June 2011**

**Construction Site Demolition**

*Cape Construction, Auckland*

**Tasks and Duties:**

- Sole charge when required
- Demolition and preparation of construction sites
- Supervising labour hire

**Mar 2011 –  
May 2011**

**Freelance Concept Artist**

*images&sound, Auckland*

**Tasks and Duties:**

- Creating concept art for two new game project pitches
- Working to a project brief

**Mar 2009 –  
June 2009**

**Customer Service**

*Video Ezy, North Shore*

**Tasks and Duties:**

- Sole charge when required
- Training new staff

**Feb 2007 –  
Nov 2007**

**IT Assistant**

*Sony (NZ) Ltd, North Shore*

**Tasks and Duties:**

- Set up computers
- Networking for Sylvia Park Sony Store
- Ensuring Security protocols are met
- Installing software and hardware
- Recording network information

**Interests**

- Software development
- Game development
- Gaming
- Fitness

**Referees**

Vincent Gillanders

Product Manager

Outsmart

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