

Lachlan McIntyre

Aspiring software developer with a strong interest in building practical, real world solutions. I am passionate about expanding my skills in programming, problem solving, and computer technologies. Eager to grow within the tech industry and contribute to innovative projects.

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EXPERIENCE

Power'd Digital, Melbourne, Victoria — QA Engineer

January 2024 - September 2024

As a QA Engineer, I was responsible for end to end testing of several high profile membership platforms including Access24 (Formula One), World Rugby, Rugby Australia, and NZRL (New Zealand Rugby League). My role involved creating and executing test plans across multiple environments and ensuring each user flow from registration and login to payment and renewal functioned reliably across web and mobile platforms.

I worked closely with lead developers to identify and resolve issues early in the development cycle, contributing to high quality product releases and improving development efficiency. As part of this collaboration, I documented all bugs, edge cases, and inconsistencies, creating clear, structured tickets with steps to reproduce, screenshots/recordings, and environment details. This documentation helped streamline the debugging process and ensured issues could be quickly understood and resolved.

I also conducted extensive cross browser and device compatibility testing, regression testing, and production validation to ensure a smooth user experience. For the Access24 platform, I additionally provided customer support during the post launch period, helping users navigate the system and promptly resolving any issues. My efforts in testing contributed to several successful product launches with no critical bugs or disruptions, resulting in smooth rollouts.

EastPack, NZ — Stacker

March 2023 - May 2023

- Stacked boxes of Kiwifruit for Distribution

Hume PACK-IN-COOL, NZ — Stacker/Labeller

January 2022 - December 2022

- Stacked and Labelled boxes of Kiwifruit for Distribution

SKILLS

Programming Languages/Skills:
Java
Javascript
C#(C-Sharp)
C
Python
HTML
CSS
Networking/Security
SQL/Database
Regression Testing
Documentation
Quality Assurance
Bug Tracking
Test Engineering

Other:

Customer Service

Personal Interests

I enjoy an active lifestyle that includes surfing, bodybuilding, and snowboarding, which help me stay disciplined and focused. I have a strong interest in fitness and overall well being, as well as a passion for technology, especially computers and emerging tech. I also value spending time outdoors and exploring nature whenever I can.

Nationality:

NewZealand and
Ireland(Passports for both)

EDUCATION

University Of Otago, Dunedin — *Bachelor of Science (Majoring in Computer Science)*

January 2024 - Current/In Progress(Final year of Study)

My studies at Otago University have given me a strong foundation in both the theoretical and practical aspects of computer science, with experience across programming, databases, networking, cybersecurity, and software development. These key areas of learning include:

- **Programming & Software Development:** Gained experience in Java, C, shell scripting, and Unity. Covered object oriented design, recursion, data structures (lists, trees, graphs), sorting/searching algorithms, and complexity analysis. Worked on team based projects, including a full 2D game development cycle.
- **Software Engineering Tools & Practices:** Used version control (Git), automated build systems, testing frameworks, and continuous integration tools. Developed professional practices in debugging, licensing, and project workflows.
- **Computer Systems & Operating Systems:** Learned how programs are executed at the hardware level using assembly and C. Explored operating system principles such as process scheduling, resource management, and efficiency considerations.
- **Networks & System Administration:** Built and managed Linux systems and local area networks. Developed skills in router/firewall configuration, network security, monitoring, and troubleshooting. Gained a deeper understanding of Internet protocols, wireless networking, and administrative best practices.
- **Databases & Data Management:** Designed, implemented, and optimised relational databases using Oracle and SQL. Learned query optimisation, transaction management, concurrency control, and recovery. Also explored distributed databases, security practices, and NoSQL data models.
- **Web Development & Client/Server Applications:** Built database driven web applications, learned client and server side technologies, and addressed concerns around accessibility, privacy, and data protection.
- **Cybersecurity & Information Assurance:** Studied cryptography, authentication systems, intrusion detection, and electronic forensics. Gained a practical understanding of security threats, defensive measures, and ethical implications of computing.
- **ICT Foundations & Ethics:** Explored foundational computing topics including algorithms, data analysis, relational databases, big data, cloud computing, and the Internet of Things, with attention to ethical and societal impacts.

University Of Waikato — Bachelor of Computer Science

January 2023 - November 2023

At Waikato University, I have completed foundational studies in computer science with a focus on introductory programming in C# and Java, object oriented programming, algorithms, computer architecture, and assembly language. Also developed academic skills in research, communication, and information literacy as applied to computing and mathematical sciences.

PROJECTS

Eclipse Of Dunedin — Game Design(Cosc360 Paper at University of Otago)

Eclipse of Dunedin is a top down shooter, set in Dunedin, New Zealand, shrouded in darkness by a mysterious eclipse. As a student caught in the chaos, armed with an arsenal of makeshift weapons and fueled by a potent mix of coffee and scarfie spirit, you must fight to survive the night and uncover the secrets behind the encroaching shadows.

[Eclipse of Dunedin](#)