

# Lawrence Williams

Auckland, New Zealand

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## Personal Profile

I'm a recent university graduate looking to work in a fast-paced environment where I can utilise my passion for learning to excel as fast as possible. I enjoy solving problems and analysing other solutions so I can continuously improve my skills. Given the opportunity, I could excel within your company.

## Skills

- Python, TypeScript, Java, C#
- React
- HTML, CSS
- Software Development
- Problem Solving
- Development Lifecycle

## Education

**University of Auckland**

**February 2019 – November 2022**

Bachelor of Science majoring in Computer Science and Psychology. I have completed all required courses and am currently waiting on official graduation.

## Experience

**Produce Assistant** | Pak'n Save

**December 2019 – February 2022**

I helped to ensure that the business was presentable and that the department was well stocked by cooperating with co-workers and completing tasks efficiently.

**Front End Developer** | Fathomiser

**November 2021 – January 2022**

Fathomiser is an IoT SaaS platform for the monitoring and management of domestic water tanks.

- I worked with the team lead to identify business priorities and focused on delivering relevant features that targeted core business use cases.
- I worked on the front end of the application, which is built using React, Typescript and tailwind CSS.

**Checkout Assistant** | New World

**October 2017 – February 2019**

I worked with a team to ensure a good customer experience in a very customer-facing role.

## Projects

**ROUS – Kiwijam 2022**

Created a game as a part of Kiwijam 2022, where a team of people have 48 hours to create a game.

- I quickly learnt to write code in Godot, and using this system I created movement controls for our game.
- Collaborated with a team of people from different areas to create a game with art, sounds effects and music, and a projected laser drawn map.

### **Machine Learning Assignment – UOA Compsci 361**

Worked in a group to test different machine learning approaches to a task to find the most accurate method for modelling the dataset.

- I focused on implementing and interpreting a logistic regression approach, testing different regularisation parameters and percentage of data train/test splits.
- Collaborated to compare and contrast logistic regression with Naive Bayes, Support Vector Machine, and Neural Network approaches.

### **Programming Assignment – UOA Compsci 335**

Created a small functioning website with a frontend and backend for playing chess online.

- I created a front end using HTML, CSS and JavaScript to display data from APIs, and allow interaction with a chess board from users
- I used C# to create APIs, which interacted with an SQL database for data storage across users.
- Received an overall grade of A+ in the course

## **References**

Russel Bloxwich – Lead at Fathomiser

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