MADDI FITZMAURICE

Caulfield North, VIC | maddi.fitzmaurice@gmail.com | LinkedIn | Github | Games Portfolio

SOFTWARE PROJECTS

Lead Programmer (Team - 11)

'Bound By A Dying Star' (University Capstone Project - PAX Australia)

- Implemented a hybrid event-driven / layered architecture for modular systems
- Maintained target FPS performance for PAX machines by teaching and enforcing good coding and Unity practices
- Championed Agile processes with the Producer by using Kanban tool TeamHood and Google Sheets
- Programmed a dynamic single screen fixed camera system with co-op controller support
- Developed interaction and puzzle system frameworks for designers
- Created custom character movement to compliment both the fixed camera system and cloth physics with Vector Math and GeometryUtility Libraries

Software Developer (Team - 4)

'Relaxing Koala' Restaurant System (University Project)

- Collaborated to design and develop a layered architecture inspired by the springboot framework
- Programmed UI, interfaces, and state stack machine
- Utilised customer case study to develop software features using functional requirements and quality requirements

EDUCATION

Bachelor Of Computer Science

Swinburne University

Grade Point Average (GPA): 3.417 (4 point scale)

Goldsmith Family Women in STEM Scholarship Recipient

CS50 Introduction to Courses

CS50x Harvard

- Introduction to Computer Science (Completed 2020)
- Introduction to Game Development (Completed 2022)
- Web Programming with Python and JavaScript (Ongoing)

Bachelor Of Media (Screen and Sound Production) with Distinction University of New South Wales

Learned and developed C++ skills during two years of Mechatronic Engineering studies before transferring in 2018 to Media

WORK EXPERIENCE & TRANSFERABLE SKILLS

eCommerce & Digital Marketing Manager

Rundles Cronulla (Women's Fashion Boutique)

- Managed the backend of WordPress
- Analysed website issues, and reported or rectified them
- Adapted to the challenges of social media's fluctuating environments when developing marketing strategies
- Oversaw and collaborated with an in-house team responsible for the store's digital media screen, email campaigns, and social media accounts
- Communicated with business owner, in-store manager, external marketing agency, and website host to promote various business activities

Released 2024 **Unity Engine** C#

Completed 2024 **Windows Forms**

Feb 2022 - Nov

2020 - Ongoing

2024

Feb 2015 - Nov 2019

Jul 2020 - Jan

2022

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Inventory Database Officer

Jan 2020 - Jun 2020

Rundles Cronulla (Women's Fashion Boutique)

- Analysed and rectified data discrepancies between in-store and online stock
- Learned and navigated new eCommerce technologies such as VendPOS and Ecwid

Modelling Photographer & Image Editor

Dec 2019 - Jun

Rundles Cronulla (Women's Fashion Boutique)

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Sales Assistant

Jan 2016 - Dec

2019

2020

Rundles Cronulla (Women's Fashion Boutique)

SKILLS & TOOLS

Github

- Visual Studio
- Jenkins

- Confluence, Notion
- Trello, Teamhood, Slack
- Docker

- C#, Python
- HTML, CSS
- C++