
Miles Ogilvie

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PROFESSIONAL SUMMARY

Adaptable and motivated 2nd-year Computer Science student seeking opportunities in the IT industry, including internships, graduate programs, and part-time/full-time roles. Recognized for strong problem-solving skills, adaptability, and leadership developed through professional experience. Skilled in C#, Python, GitHub, and Unity, with exposure to collaborative project management tools such as Trello. Eager to apply technical and transferable skills to real-world IT challenges while continuing to develop expertise.

KEY SKILLS

- Problem-solving and adaptability
- Time management and client communication
- Quick Learner
- Teamwork and Collaboration
- C# programming and object-oriented design
- Introductory python scripting
- Unity for AR/VR applications
- GitHub version control and collaboration
- Sprint planning with Trello

CAREER SUMMARY

Cleaner, Ogilvie Cleaning Services

Food and Beverage Supervisor, Middle Park Hotel

Volleyball Coach, Wesley College

May 2019 – Current

January 2022 – February 2024

January 2020 – August 2023

EXPERIENCE

Cleaner – Ogilvie Cleaning Services | May 2019 – Current

- Delivered high-quality cleaning services across residential and commercial sites, consistently meeting client deadlines.
- Improved efficiency by managing multiple jobs per day independently.
- Built trust with clients through reliable service and clear communication.
- Developed strong time management and organisational skills transferable to IT project work.

Food and Beverage Supervisor – Middle Park Hotel | Jan 2022 – Feb 2024

- Supervised and supported up to 5 staff members per shift in a high-volume hospitality environment.
- Managed shift organisation, floor coverage, and on-the-spot problem resolution to maintain service standards.
- Delivered professional customer service to a wide range of clients, handling complaints and queries effectively.
- Strengthened leadership, communication, and teamwork — skills directly applicable to IT project collaboration.

Volleyball Coach – Wesley College | Jan 2020 – Aug 2023

- Planned and delivered structured training sessions tailored to player age and skill level.
- Mentored and managed school teams during competitions, fostering teamwork and resilience.
- Developed leadership and interpersonal skills by motivating groups to achieve goals.
- Gained experience in adapting strategies to meet challenges — directly transferable to problem-solving in IT contexts.

EDUCATION

Institution Name - Deakin University

Course Name – Bachelor of Computer Science

March 2024 – November 2026 (Expected)

- **Current WAM:** 71.4 (Credit Average)
- **Relevant coursework:** Software Development, Algorithms and Data Structure, XR/VR Applications
- **University Projects:**
 - **Agile Sprint Planning & Git Collaboration – SIT223 Tasks 3.1 and 4.1GP**
 - Collaborated in a 3-member Scrum team to plan, design, and partially implement a Deakin Unit web page using HTML and CSS.
 - Took the role of UI Designer, creating user stories, defining acceptance criteria, and designing the website interface.
 - Used Trello for sprint planning, backlog management, and tracking tasks across 'To Do', 'In Progress', and 'Done'.
 - Practiced Git version control workflows: branching, merging, and pushing changes in collaborative repository.
 - **XR/VR Unity Project**
 - Designed and developed an interactive VR environment using Unity and C#.
 - Implemented grabbable flight markers and aircraft pathing with collision handling.
 - Enhanced user immersion through responsive object interactions and realistic physics.

Institution Name – Wesley College
Education Level - VCE

January 2016 – December 2019

COURSES AND CERTIFICATIONS

Responsible Service of Alcohol , RSA Course Melbourne	January 2020
Infection Control Training , Aspen Medical	October 2020
Community Coaching General Principles , Sports Australia	March 2021
Community Officiating General Principles , Sports Australia	March 2021
Play by the Rules – Child Protection , Sports Australia	March 2021

ADDITIONAL INFORMATION

Technical Skills: C#, Python, Unity, GitHub, Trello

Languages: English (fluent)

Interests: VR/AR development, emerging technologies, game development and design, Basketball

REFEREES

Available on request