# Declan Greenwell

## SOFTWARE ENGINEER

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## PROFESSIONAL SUMMARY

*I am a Computer Science graduate with hands-on experience teaching fundamental software engineering concepts, which has provided me with a strong foundation in programming and design. I am eager to apply my creativity and technical expertise to innovative projects that deliver impactful software solutions.*

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**Website:**
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## EDUCATION & QUALIFICATIONS

**Bachelor of Computer Science | 2022-2025**
Graduated with Distinction | Weighted Average Mark of **80**
University of Wollongong

**Diploma of Information Technology | 2022**
University of Wollongong College

**Certificate III in Commercial Cookery | 2019 - 2021**
Austrain Academy

## WORK EXPERIENCE

**Peer Tutor @ UOW College | 2022 - Present**
*Working on the Diploma of Information Technology*
- Delivered academic support and mentorship to first-year Computer Science students, facilitating a smooth transition into university life.
- Taught programming (Java, Python), web technologies (HTML, CSS), database management (MySQL), and math concepts, while guiding students on problem-solving and research skills.
- Led group discussions, study sessions, one-on-one consultations and tutorials; provided feedback through assignment grading and supported exams via invigilation.

**Various Chef Roles | 2019 - 2023**
*Apprentice, Chef de Partie, Junior Sous, Senior Sous, Head Chef*

## VOLUNTEERING

**Albion Park Football Club**
Volunteered as a coach/manager for Albion Park's U15' and U16's junior football teams
- Designed and lead team training and bonding sessions to improve technical ability but more importantly physical and mental health.
- Mentored players to build confidence, discipline and work ethic both on and off the field.
- Actively contributed to the club by volunteering in other capacities in matchday operations and events.

# DEVELOPMENT PORTFOLIO

**Rapid Route**
Delivery route optimization and inbuilt navigation app for Android
- Project Lead & Lead Programmer
- Designed and implemented custom route optimization and in-app navigation capable of handling 8.8x more stops per route than Google Maps (98 vs 10).
- Built an optimization engine that considers live traffic data, business hour constraints, distance vs time priorities, and side-of-road preferences to generate efficient delivery routes.
- Developed a custom OCR scanning pipeline using Google's ML Kit, enabling users to scan packages and automatically extract addresses and phone numbers using the device's camera.
- Reduced manual data entry and route planning time for delivery drivers by automating every step from address capture to navigation.

**LOGO+**
Developed for a graphic designer to automate repetitive tasks in branding deliverables.
- Built a CEP-based Illustrator extension that duplicates, recolours, and batch-exports logo variations across formats (PDF, PNG, AI, SVG, TIFF etc.).
- Reduced export preparation time from 1–2 hours to under 10 minutes per brand package.
- Used successfully by freelance designers servicing multiple clients, significantly boosting project turnaround times.

**Maze RUN**
WebGL Game featuring *3D Procedurally Generated Maze, AI Navigation & a Repeatable Game Loop*
- Served as the lead game developer and designer for the project.
- Designed core gameplay mechanics, including first person shooter functionality, procedural maze generation and AI behavior.
- Managed project implementation, version control, audio implementation, user experience polishing and publishing of the project to Itch.io.

**ColourVault**
Intuitive colour extraction tool for Adobe Illustrator made for a graphic designer client
- Designed and developed a CEP-based Illustrator plugin to extract, display, and export document colour palettes with HEX, RGB, CMYK, and HSB formats.
- Enabled searchable colour naming and editing, with a responsive UI matching Adobe's design system.
- Successfully reduced manual colour reference time for designers by over 70%, validated via client usage feedback.

**Project VR**
Demonstration of Virtual Reality capabilities in Unity
- Designed and developed the VR environment, including the layout of interactable objects and background models for an immersive experience.
- Implemented core VR features, such as XR controller support, teleportation, grab-and-rotate mechanics, and interactable XR socket elements, including a record player, functional Polaroid camera, and throwable objects.

**Other Current and Future Projects**
Available on my portfolio website

# REFERENCES

**Professional, academic and personal references are available at request.**

**Thank you for spending your time to look at my resume and portfolio and I appreciate any consideration you make for my application. Please feel free to reach out to me with any questions you may have.**