# Nathan Carter

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## Profile

Highly driven Software Development graduate experienced in a range of programming languages with a background in Electronic Engineering informing efficient and effective software design. Professional, with an ability to adapt to changing environments and achieve positive outcomes both independently and within a diverse team. Open-minded and receptive to feedback to ensure the ongoing development of high-quality solutions.

## Education

### Bachelor of Computer Science, Software Development Major

Swinburne University of Technology
March 2019 – June 2023

- ❖ Developed robust project management and Agile/Scrum development skills through a year-long capstone project in a team environment reflecting industry conditions.
- ❖ Acquired strong programming skills across multiple languages including C#, C++, Java, HTML, CSS, PHP, and JavaScript through multiple smaller projects.

### Bachelor of Electronic Engineering (Honours)

La Trobe University
March 2014 – November 2018

- ❖ Employed a combination of circuit design/construction and Arduino programming to develop functional hardware.
- ❖ Utilized AutoCAD software to create architectural diagrams, build 3D models of mechanical components, and design electrical circuits.

## Technical Skills

**Languages**:
C#, C++, Java, Kotlin, HTML, CSS, PHP, JavaScript, MySQL, XML, Assembly, Bootstrap, jQuery, Python, REST API, .NET, JSON, TypeScript, React, Angular

**Methodologies**:
Scrum, Agile, Kanban, Object-Oriented Programming, Unit Testing, TDD/BDD Development, Version Control

**Tools**:
Trello, Git, Clockify, AutoCAD

**Platforms**:
Web, Windows, Unity Engine, Android, Arduino, Embedded Microcontrollers

## Transferrable Skills

Communication, Teamwork, Initiative, Analysis, Problem Solving, Detail-Oriented, Critical Thinking, Networking, Creativity, Flexibility, Project Management, Self-drive, Motivation

# Portfolio

**University Capstone – Game Development Project**

Project Lead, Head Developer

- ❖ Effectively lead a multidisciplinary team of developers, visual designers, and sound artists.
- ❖ Designed and implemented user interfaces using Unity Engine tools.
- ❖ Wrote C# scripts defining the behaviour of core system components.
- ❖ Presented the completed prototype to members of industry and the public at events such as PAX Australia.
- ❖ Wrote documentation outlining development process and testing standards.
- ❖ Employed Agile/Scrum methodologies throughout development, using Kanban boards to ensure optimised workflows.
- ❖ Facilitated weekly stand-up meetings with key stakeholders to provide progress reports.
- ❖ Managed the Git repository, analysing code and resolving conflicts before actioning pull requests to ensure quality.

# Employment

**2IC | BWS Balwyn | 2018 - Present**

- ❖ Effectively applied problem-solving skills to develop data management solutions mitigating identified gaps in work processes.
- ❖ Performed regular audits to ensure compliance with safety and alcohol service legislation.
- ❖ Direct involvement with conflict resolution, using judgment to escalate matters for assistance.
- ❖ Responsible for mentorship and training including the induction of fresh staff.
- ❖ Effective communication with fellow team members, managers, and customers to ensure quality of product and service.
- ❖ Developed time management and prioritization skills in a fast-paced working environment.
- ❖ Placed in top 7% of employees nationally by learning scores while maintaining a 95% test average.

# Professional Development & Certifications

**Microsoft Certified: Azure Fundamentals | Microsoft Learn | March 2022**

**Victorian Driver's License | Valid thru 09/2026**

# Interests

- ❖ Attempting to keep a custom-built PC up to date through an endless cycle of research and tinkering.
- ❖ Experiencing unfamiliar places and cultures through travel.
- ❖ Studying foreign languages, achieving intermediate Japanese and basic Tagalog fluency.

# References

Available upon request.