

Oktarian Tilney-Bassett

Website: oktarian.com

GitHub: OktarianTB

LinkedIn: Oktarian-TB

Education

Hong Kong University of Science and Technology

Sept 2019 – May 2023

- Bachelor of Engineering in Computer Science (*Ranked #26 Worldwide*) on track for First-Class Honors
- Exchange Semester at the University of Southern California (Spring 2022)
- Relevant Coursework: Algorithms and Data Structures, OOP, Software Engineering, Databases

Skills

Languages: C#, C++, JavaScript, Python, SQL

Databases: PostgreSQL, MongoDB

Frameworks: ReactJS, NodeJS, React Native

Other: Version Control (Git, GitHub), Docker

Experience

Amazon

October 2022 – February 2023

Incoming Software Development Intern

Full Time / London, UK

Improbable

June – October 2022

Incoming Software Engineering Intern

Full Time / London, UK

Gearset | *CI Deployment Pipelines Team*

June – August 2021

Software Engineering Intern

Full Time / Cambridge, UK

- Implemented features, improvements and bug fixes related to continuous integration deployment pipelines
- Developed high impact features on both the frontend and backend such as a new wizard for creating CI jobs and webhook management, whilst maintaining high standards of code and testing coverage
- Created an internal dashboard to display a range of useful metrics for monitoring pipelines activity
- Collaborated with the team on design discussions and participated in version control activities

University Campus Map | *Full Stack Team*

October 2020 – June 2021

Software Engineering Intern

Part Time / Remote

- Completed a re-design of the mobile website UI and integrated new pathfinding and localization features
- Worked cross-platforms by implementing deep links on both iOS and Android using React Native and managing redirection on the web application using ReactJS

Projects

Visitado | *GitHub Link* | *JavaScript, NodeJS, ReactJS, MongoDB*

- Created a full-stack travel social network for users to track locations visited, earn badges and share posts
- Implemented a dynamic frontend, a RESTful API backend, authentication and database management

Flight Simulator | *GitHub Link* | *C#, Multi-Threading, Unity Engine*

- Developed a chunk-based procedurally generated 3D world with biomes to be explored by plane
- Leveraged multi-threading and mesh colliders optimizations to enable smooth generation

Raytracer | *GitHub Link* | *C++*

- Created a program to construct ray-traced images of scenes recursively with refraction and reflection
- Implemented advanced algorithms for texture mapping, complex geometry intersection, lighting