



# Zachary Partridge

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## Summary

Recent ICT graduate with a strong foundation in software development, web and mobile app development, and game design. Proven ability to develop innovative solutions through coursework projects and collaboration with industry partners. Passionate about creating engaging and functional applications, focusing on game development, web development, and AI-driven solutions and seeking to leverage technical skills and creativity to contribute to cutting-edge projects in a dynamic organisation. Open to diverse opportunities within the ICT field to further develop expertise and drive technological innovation.

## Skills

### Technical Skills:

- **Programming Languages:** Java, Python, C, C#, JavaScript, SQL, PHP, Swift, Kotlin
- **Web & Cloud Development:** HTML/CSS, Firebase, MySQL, Google Cloud Platform
- **Game Development:** Unity (5+ years), AI Integration, Procedural Generation
- **Tools & Frameworks:** Git/GitHub, Visual Studio Code, Android Studio

### Areas of Expertise:

- **Software & Game Development:** Designing and developing software applications and games using industry-standard tools.
- **Database Management:** Experienced in structuring, optimising, and maintaining SQL and NoSQL databases.
- **Mobile & Web Development:** Full-stack development with secure and scalable back-end solutions.
- **Artificial Intelligence:** Applying machine learning models for automation and intelligent decision-making.

### Soft Skills:

- Strong **time management** skills and ability to meet deadlines efficiently.
- Effective **Teamwork & Leadership** in collaborative and solo projects.
- High **Attention to Detail**, ensuring quality in all aspects of development.
- **Problem-solving mindset** with a proactive approach to troubleshooting.

## Experience

### Banjos Bakery

*Baker | Legana, TAS | 01/2022 to Current*

- Ensured high-quality bakery products and maintained optimal inventory levels.

### Pathlab

*Specimen Services (Registration) | Hamilton, NZ | 01/2019 to 01/2021*

- Accurately registered specimens, ensuring timely processing and data management.

### Volare Bread

*Baker | Hamilton, NZ | 01/2018 to 01/2019*

- Produced artisan bread and pastries, maintaining high standards of quality and consistency.

### Coles Supermarket (Various Roles)

*Launceston, TAS | Gatton, QLD | 2007 to 2018*

- **Dairy Manager (2012):** Managed stock ordering, staff rosters, and inter-department coordination.
- **Baker (2015 - 2018):** Qualified Trade Baker; led baking operations and trained junior staff.
- **Team Member (2007 - 2015):** Worked across multiple departments, including fresh produce, dairy, delicatessen, and night fill. Provided customer service and assisted in stock management.

## Hobbies and Interests

Actively participates in coding meetups and tech workshops. Passionate about developing innovative ICT solutions. Enjoys learning about emerging technologies and trends in the tech industry.

## Projects

**Fast Rescue Boat (FRB) Partial Mission Simulator** (*Capstone Project - University of Tasmania & AMC*)

- Collaborated with the Australian Maritime College to develop a simulator for training fast rescue boat operators.
- Designed and implemented real-time mission scenarios using Unity and C#.
- Integrated dynamic weather and wave physics using Crest Ocean System and Enviro 3.

## Education

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### Bachelor of Information and Communication Technology (ICT)

University of Tasmania, Tasmania

Graduated: 12/2024

GPA: 5.50/7 (Credit-Distinction Average)

#### Academic Highlights:

- Achieved High Distinction in Operating Systems, Intelligent and Secure Web Development, and Secure Web Programming.
- Earned Distinction in Programming, Data Structures and Algorithms, Artificial Intelligence, and Game Design and Production.

### Bachelor of Science (Transitioned to ICT)

University of Tasmania, Tasmania

### Baker Trade Certificate

TAFE Queensland

01/2018

- Led UI/UX refinements, ensuring an intuitive interface for training exercises.

### Game Development Projects (*Unity, C#*)

- Developed multiple 2D and 3D games, showcasing expertise in game mechanics, physics, and asset integration.
- Focused on player feedback loops and iterative testing to enhance gameplay.
- Implemented procedural generation and AI-driven enemy behaviour in select projects.

### Web & Mobile Applications (*HTML/CSS, JavaScript, Firebase, Kotlin, Swift*)

- Designed and developed secure web and mobile applications with real-time database management.
- Integrated user authentication, cloud storage, and back-end systems to ensure seamless performance.
- Built interactive UI components with modern frameworks to enhance user experience.

### AI & Machine Learning Applications

- Developed basic AI models for data analysis, automation, and predictive modelling.
- Explored machine learning applications in game AI, image processing, and web-based recommendations.

## References

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- Dr Lindsay Wells  
Major Coordinator, App and Software Development  
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