Phil Edie
Software Engineer

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WORK EXPERIENCE

Analyst Developer – FNZ
March 2022 – Present

I am working in an Agile team developing a multi-tenanted investment platform for the Australian market. I work full-stack, completing user stories and fixing defects within two-week sprints.

I also help manage daily releases into our test environments using Jira, TeamCity, and Azure DevOps.

Skills: C#, ASP.NET, VB.NET, SQL Server, TypeScript, React, SQL Server Management Studio, Jira, TeamCity, Azure DevOps.

Engineering and Computer Science Tutor for COMP132 – Victoria University of Wellington
July 2021 – November 2021

Teaching students the following learning objectives:

- How to perform operations on datasets using Python. Some examples include data analysis, data manipulation, and statistical summaries.
- How to use Pandas to organize, manage, and store data.
- How to use Matplotlib to visualize and understand data.
- How to use machine learning tools provided by SK-Learn to make predictions using data.

Engineering and Computer Science Tutor for CYBR171 – Victoria University of Wellington
February 2021 – July 2021

Teaching students the following learning objectives:

- How to navigate Linux through the command line.
- How to use tools such as OpenSSL to encrypt and decrypt files.
- How to check the integrity of files using GnuPG.
- How to use Wireshark to monitor internet traffic.

RECENT PROJECTS

QR Contacts (TypeScript, React, Ionic Framework, Firebase): The mobile app enables users to securely exchange contact information using QR codes. When a user scans another person's QR code, the latest contact information is automatically updated on their own device.

Investment & Loan Optimiser (Java, Swing): A financial tool which finds the optimum distribution of payments across multiple loans and investments. Users can enter as many loans or investments as needed. The program then displays a future projection for all account balances.

Predicting Music Genres Using Classification (Python, SK-Learn): Designed a machine learning model
which uses features such as tempo, key, and loudness to predict music genres. The model scored in the
top 16% of the COMP309 Kaggle Competition with an accuracy score of 59.96.

Website – Fare & Feed Breakfast Bar (HTML, CSS, Bootstrap, JavaScript): A responsive website developed for a fictional local breakfast bar. The website includes a filterable restaurant menu and a contact form.

Pokedex App (Kotlin, Android Studio): Developed an Android app which uses PokeAPI to retrieve and display images, descriptions, and statistics for all 901 Pokemon.

EDUCATION

Victoria University of Wellington
B.S. in Computer Science
Honours: Deans List (2021, 2020), SoT Create Camp Tech Award Winner (2020), Victoria Excellence Scholarship (2017)

SKILLS SUMMARY

Languages: C#, ASP.NET, VB.NET, SQL Server, JavaScript, TypeScript, Python, Java, HTML, CSS, Kotlin.

Tools/Libraries: .NET Framework, Visual Studio, SQL Server Management Studio, Git, React, TeamCity, Azure DevOps, Jira, SK-Learn, Pandas, Ionic, Firebase, Swing, Bootstrap.