Phil Edie
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SKILLS SUMMARY

Communication - I volunteer as a buddy supporting FNZ's new starters. My responsibility is to make the onboarding process as seamless as possible. I assist with setting up development environments and provide support through peer programming and answering questions. I have been nominated twice in our monthly recognition awards for my work as a buddy.

Time Management - During 2022 I have been working full-time at FNZ while completing my degree part-time. I have successfully managed to balance my work and studies, Maintaining my 'A' grade average alongside my work commitments.

Working Remotely – Because of the changing work environment due to Covid, part of my time at FNZ has been remote work. Working remotely has required strong communication skills, time management, and self-discipline.

TECHNOLOGY SUMMARY

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

Tools/Libraries: .NET Framework, Visual Studio, SQL Server Management Studio, Git, React, SK-Learn, Pandas, Swing, BeautifulSoup, Selenium, Bootstrap, Linux, AWS, Docker, Android Studio

RECENT PROJECTS

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

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.

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.

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

Chapper's Challenge (Java, Swing): Worked in a group of five students over three weeks to develop an adaptation of Epyx's 1989 game 'Chips Challenge'. I implemented the save and load feature using XML parsing and developed a plugin system using URLClassLoader.

RELEVANT WORK EXPERIENCE (REFERENCES AVAILABLE ON REQUEST)

Analyst Developer – FNZ
March 2022 – Present

I am working in an Agile team developing Findex's investment platform. I work full-stack, completing user stories and fixing defects within two-week sprints.

Skills: C#, ASP.NET, VB.NET, SQL Server, SQL Server Management Studio, JavaScript, React

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.

EDUCATION

Victoria University of Wellington
B.S. in Computer Science, expected December 2022
    Honours: Deans List (2021, 2020), SoT Create Camp Tech Award Winner (2020), Victoria Excellence Scholarship (2017)