Phoenix Asange-Harper

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phoenixasange-harper.com

Computer Science student who thrives on complex challenges, building robust, high-performance software through clean architecture, systems-level programming, and algorithmic optimization.

Experience

Research Intern   Macau, China
City University of Macau – Github   November 2025 – January 2026

- Developed and maintained a complex distributed systems project in Python using PyTorch, focusing on modular architecture and clear, maintainable code.
- Engineered data pipelines and client-server communication protocols to manage and process large-scale image datasets (MNIST, CIFAR-10) across simulated environments.
- Designed and implemented automated workflows for system validation and data management, adhering to specified protocol and compliance requirements.
- Progressed the project through iterative development and weekly code reviews with a research supervisor, refining designs based on feedback.
- Authored comprehensive technical documentation detailing the system's architecture, methodology, and a quantitative analysis of performance trade-offs

GovHack Hackathon   Brisbane, QLD
GovHack 2025 – Honorable Mention Recipient | Commhelpr - *AI for Good Track*   August, 2025

- Earned an Honorable Mention in the *AI for Good* track for developing a practical, AI-powered solution to a public sector challenge.
- Collaborated in a cross-functional team to rapidly prototype, develop, and pitch a novel application within a constrained 48-hour timeframe.

Education

Griffith University   Gold Coast, QLD
Computer Science GPA 5.8   2024-2027

Majoring in Algorithms & Computing + Data Science & Artificial Intelligence

Relevant coursework: Object-Oriented Programming, Computer Systems, Software Engineering, Networks & Security

Tafe Queensland   Brisbane, QLD
Game Development   2023-2024

Relevant coursework: Agile, C#, Unity, Adobe Creative Suite, 3D Modelling

Projects

C++ Algorithm Performance Profiler | C++, Python, Matplotlib | GitHub

Engineered a benchmarking tool to empirically measure and visualize the time complexity of C++ algorithms, automating performance analysis.

Message Encryption Tool | C++, OOP | GitHub

Designed an extensible encryption/decryption application in C++ with a focus on clean class architecture and secure file I/O.

Clothing Classifier - From-Scratch Convolutional Neural Network | Python, NumPy | GitHub

Built a neural network from scratch to deepen understanding of gradient-based optimization and algorithmic efficiency.

"The Deep Remaster" 2D Platformer | Unity, C# | Playable Demo

Participated in a large agile team to remaster a game, optimizing core systems and physics, resulting in a published application.

Skills & Interests

Programming Languages: C++ (Advanced), Python (Advanced), C#, SQL, JavaScript, HTML/CSS

Frameworks & Libraries: PyTorch, Unity

Tools & Platforms: Git, Docker, Linux, Proxmox, Portainer

Concepts: Distributed Systems, Data Pipelines, Agile Development, CI/CD

Interests: 3D Rendering, Game Development, Home Lab Infrastructure, PC Building, Linux