

REGAN CROWLEY

Mobile: 0427 424 555 | Email: regancrowley1@gmail.com | LinkedIn: www.linkedin.com/regancrowley

PROFESSIONAL PROFILE

Bachelor of IT graduate through Deakin University with demonstrated design, development and analytical skills seeking an entry level or graduate program opportunity with a leading organisation whereby I can apply my recent qualifications and relevant skills. Technically familiar with a range of software and programming languages. Demonstrate strong programming skills with a meticulous eye for detail. Prior work experience in game development as well as being an expert chess player and coach.

KEY SKILLS

- **Technical Skills** – Outstanding attention to detail and critical thinking capabilities ensure I maintain a thorough understanding across a broad range of IT principles and theories, and I bring foundational experience in various programming languages and web development. I learn quickly, possessing a positive attitude and growth mindset.
- **Analytical & Problem-Solving Abilities** – An instinctive problem solver and critical thinker, I maintain the ability to identify opportunities and anticipate issues. Applying my skills as a Chess Coach at Kids Unlimited has allowed me to develop these skills further, teaching students of varying ages and abilities to think in a manner that evokes intended outcomes.
- **Continuous Improvement** – My commitment to continued professional development can be evidenced by my extensive qualifications and training within Information Technology. I adopt a continuous improvement ethos for my personal service delivery, consistently maintaining abreast of developments and advancements within the industry.
- **Communication & Interpersonal Skills** – My communication skills are complemented by my excellent interpersonal capabilities. I maintain a track record for communicating results through insightful visualisations, reports, and presentations, with an ability to adapt my communication style to suit the audience.
- **Time Management Skills** – Through my detail-oriented and strong problem-solving abilities, I possess excellent time management capabilities with a demonstrated capacity to manage a varied workload and conflicting deadlines.
- **Customer Focus** – With a friendly and approachable manner, I engage easily with internal and external stakeholders, creating a rapport and building relationships based on trust. I am committed to the provision of excellent customer service and have been recognised for often going the extra mile to achieve results.

EDUCATION

Full Stack **Web Development** Bootcamp, Monash University (Aug 2023)

Bachelor of **Information Technology**, Deakin University (2023)

Diploma of **Software Development**, Chisholm Institute of TAFE (2019)

Certificate IV in **Information Technology**, Chisholm Institute of TAFE (2019)

Certificate IV in **Digital Media and Interactive Games**, Chisholm Institute of TAFE (2018)

Certificate III in **Digital Media and Technologies**, Box Hill Institute of TAFE (2017)

COMPUTER / TECHNICAL SKILLS

Highly computer literate with a technical mindset, I learn quickly and can easily adapt to new IT platforms. I am competent in the practical application of the following systems:

- **Software Platforms** – The Microsoft Office Suite, Unity 3D, Autodesk Maya, Git, Figma, Adobe Photoshop.
- **Programming Languages** – C++, C#, Java, SQL, JavaScript.

INTERSHIP EXPERIENCE

ARTIFICIAL INTELLIGENCE IN CYBER SECURITY – VIRTUAL INTERN, K7 COMPUTING, INDIA

JUN 2021 – DEC 2021

RESPONSIBILITIES

- Introduction to Network Security and Vulnerability Management.
- Application of Artificial Intelligence in Cyber Security.
- Completed a short course on Advanced Data Analytics (Data Analytics Life Cycle, Fundamentals of Data Analytics, and Introduction to Big Data).

PROJECT TEAM MEMBER, CHISHOLM INSTITUTE OF TAFE

MAR 2018 – JUN 2018

RESPONSIBILITIES

- Designed and created a “Star Wars” healing capsule and door, together with a “Horror Interactive Game” flashlight battery and stamina bar using Unreal Engine (3D Creation) and SketchUp software tools.
 - Converted ideas into user personas and storyboards.
 - Utilised wireframes and prototypes to establish UI design and architecture.
 - Collected and organised data to be used in the design process.
-

EMPLOYMENT HISTORY

CHESS COACH, KIDS UNLIMITED

MAR 2019 TO CURRENT

RESPONSIBILITIES

- Coaching and mentoring primary aged school children on how to play/improve their chess skills
 - Tailor and deliver lessons appropriate to student's skills and needs
 - Knowledge Transfer– Showing a new player from basic tactics to advanced strategies
 - Habit Transfer– Ask students what s/he does to study and improve in chess, then make further suggestions.
 - Create a benchmark for a selection of players in competition.
 - Deliver targeted and engaging lesson plans, monitoring performance and communicating with school staff as required.
-

VOLUNTEER EXPERIENCE

BLUECROSS LIVINGSTONE GARDENS

FEB 2020 – DEC 2021

RESPONSIBILITIES

- Met with an elderly, hearing-impaired resident on a regular basis to provide companionship and social inclusion.
 - Played chess to improve and maintain his memory function, as the resident suffers from early dementia.
 - Conducted post-game analysis to support continued improvement.
-

REFERENCES

Available upon request.