

Jonathan Odlum

Programmer & Web Developer.

I'm an aspiring Web Developer with an engineering background. I have a passion for programming and creating tidy, clever solutions to problems.

[linkedin.com/in/jonathan-odlum](https://www.linkedin.com/in/jonathan-odlum)

Twitter: @Jodlum42

Jonathan.odlum@gmail.com

0416 628 731

EDUCATION

General Assembly, Sydney — *Web Development Immersive*

September 2018 - November 2018

General Assembly WDI is a 3 month immersive course that comprehensively covers both front and back end development. I created a Neural Network Analysis tool for my final project.

Macquarie University, Sydney — *Mechatronic Engineering (Incomplete)*

MONTH 2013 - MONTH 2014

I completed just under 16 units at Macquarie University before deferring and deciding to pursue programming more actively, enrolling at General Assembly. We covered engineering fundamentals including programming, electronics, maths and physics.

PROJECTS

GA Final Project, Genetic Algorithm/Neural Network Tool

I've been interested in Genetic Algorithms and Neural Networks for a while, and in my playing around have wanted a way to visualise various aspects of the system to aid in debugging and also just out of curiosity. This project aimed to provide me with a tool to do that.
<https://neural-net-analasis-app.herokuapp.com/>

EXPERIENCE

North Sydney Leagues Club, Cammeray— CSA

February 2015 - August 2018

I was employed as a Customer Service Attendant for just over 2 years, working as part of a team on the floor, and also by myself doing reconciliation of the previous days tills.

Bakehouse On Wentworth, Blackheath— Kitchen Hand

August 2014 - January 2015

I was employed as a kitchen hand, mostly constructing pies from the components the chefs made but also organising the stock for each day.

SKILLS

Javascript, CSS, HTML, jQuery, AJAX, Node.js, React, postgresQL, Ruby, Rails, Github, Arduino, Java.

HOBBIES & INTERESTS

Arduino - Introduced to this at Uni, I have bought a few different models and many components to play around with and prototype ideas to maybe use later. The interface between the digital and the real is fascinating.

Music - As a child I was forced to learn an instrument and I thank my parents for it now, as it's a fun and fantastic form of expression. I know guitar and piano, have touched on saxophone/clarinet and love to sing.

Games - Ranging from Uno, through Catan and DND to computer games such as Stellaris and Rocket League, I enjoy playing games with friends.