

Richard Quisumbing

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EDUCATION

University of New South Wales
Bachelor of Science in Computer Science

Sydney, NSW
Jun. 2020 – Present

EXPERIENCE

Mail Sorting Officer

October 2022 – December 2022

Australia Post Group

Sydney, NSW

- Applied as a seasonal casual in the Australia Post Eastern Creek sorting facility.
- Working together with other mail officers, our duties involved coordinating the sorting of parcels within the facility conveyor belts.
- We also primarily packaged and stored goods in ULD's, ready to be shipped in a neat and organized manner.
- To be as efficient as possible, we had to work in teams composed of team leaders and other mail officers, which offered valuable experience when communicating with other colleagues in a rapid environment.

Foodbank Volunteer

November 2018 – December 2018

Foodbank Australia

Sydney, NSW

- Applied as a volunteer, with my role entailing stacking pallets while maintaining a clean and safe working environment.
- Interacted in a calm and respectful manner, whilst adequately reacting to dynamic situations.

PROJECTS

Flockr

- Developed a backend server API for a communication app using Python and Flask as part of a university project.
- Utilised agile project management principles in a collaborative team of 4, managing tasks using Git and GitLab.
- Employed software engineering principles such as the software development cycle (SDLC) to manage tasks at each step of the software development process.
- Implemented test cases using the pytest library as part of following the test-driven development (TDD) methodology.

Toom

- Developed a python application utilising socket programming, simulating a video conference app which handles requests from multiple clients.
- Clients/users interact with the server via a TCP connection, handling requests such as user authentication, sending messages, and creating chat rooms.
- Threading is utilised by the server to be able to handle multiple TCP connections and corresponding requests on a shared database.
- Client program also utilised peer-to-peer communication via a UDP connection that has the capacity to send video files in a separate thread.

Loop Mania

- Designed an RPG-style game application inspired by Loop Hero, using Java and JavaFX.
- Collaborated as part of a team-based agile university project, maintaining progress and development using Git and GitLab.
- Applied extensive Object-Oriented principles and design patterns.
- Employed Test-Driven Development to implement backend.
- Implemented test cases consisting of both unit and integration tests using JUnit, along with assessing coverage using gradle.
- Maintained an updated domain model of the game using a UML class diagram.

Persolvo

- A pathfinding visualiser app built with ReactJS, JavaScript, HTML and CSS.
- The app features a variety of pathfinding algorithms such as BFS and A*, in a fun and interactive manner.
- Implemented unit test cases with Jest, following a test-driven development (TDD) approach.

Blackout

- Developed a simplified simulated app of rotating satellites connecting with devices.
- Utilised an Object-Oriented approach such as abstraction, composition, encapsulation, and inheritance.
- Implemented test cases using JUnit.
- Developed a UML diagram.

TECHNICAL SKILLS

Languages: Java, Python, C, Javascript, Shell

Technologies: Git, GitHub, GitLab, JUnit, gradle, PostgreSQL, HTML, CSS, ReactJS, Linux

Developer Tools: Visual Studio Code