

Saxon Douglass

Resume

PERSONAL DETAILS

<i>Birth</i>	19th March 1992
<i>Address</i>	15 Bowker St, North Brighton, SA 5048
<i>Phone</i>	0406 995 494
<i>Mail</i>	saxon@saxondouglass.com

EDUCATION

B. Computer Science 2009-2011

University of Adelaide

During my studies I had to learn good habits for organisation and time management. The final assignment for computer graphics was to program an interactive rendering of a foyer. The exemplary submissions from previous years were shown around the school, and my personal goal was to create a rendering that would surpass even their visual quality. To achieve this in just two months I had to learn several new technologies. By performing small-scale testing I was able to use my time effectively, and implement the most profitable features first. I eventually reached my goal and I received a mark of High Distinction for the course.

Secondary School 2006-2008

Australian Science and Mathematics School

Because my school allowed students to submit their work for SACE assessment while only in year ten, by the end of my first year I had completed SACE stage one. To maintain my interest I filled out a personal learning plan, asking to study SACE stage two IT Studies in year eleven. This involved negotiating out of other classes. Several staff members were concerned with my plan, and I spent several weeks arguing my case with each of them. I eventually got all the signatures of recommendation I needed, and finished the year second in my class.

In year twelve I applied to attend the 2008 International IT-gifted Youth Camp in the Republic of Korea. One other student and I were chosen to represent Australia during the conference. The schedule included lectures, workshops and opportunities to network with students from around the world with similar interests. This was my first time outside of Australia and I had major culture shock. By the end of the week I had adjusted and I was sad to go home so soon. I stayed in contact with the friends I met over there, and I look forward to more travel in the future.

WORK EXPERIENCE

Delivery Driver 2011

Pedro's Pizza, Part-time

When I first tried out for this job I was not confident handling change. The manager didn't want to hire me, but I convinced him to let me try again the following week. During that time I practised for hours working out change and handling money. When I did my second try out I felt confident, and I was hired that night.

I also learned new skills while on the job. A busy night would have me frequently changing between cutting and delivering pizzas, mixing dough, cleaning, and serving customers. By communicating with my colleagues I made sure that all the work got done on time.

Communicating with customers was also important. On one delivery the customer was expecting two pizzas, but the order was only for one. When I arrived with a single pizza he became furious, cursing the staff member who had taken his order. I allowed him to vent his frustration, and showed him that he had only been charged for the one pizza. I did not know who was to blame for the mistake, but by acknowledging his frustration I calmed him down.

SKILLS

<i>Programming Languages</i>	Java, C/C++, C#, JavaScript, ActionScript, CSS, GLSL, HTML, Lua, Matlab, MIPS assembly, PHP, Python, Scheme, SQL, Visual Basic
<i>Operating Systems</i>	Windows XP/Vista/7, GNU/Linux, Mac OS X
<i>Revision Control</i>	Git, Mercurial, Subversion
<i>Compilers and IDEs</i>	CodeWarrior, Eclipse, gcc, Javac, Microsoft Visual C++/C#
<i>Building and Testing</i>	make, GNU Autotools, Google Test, JUnit
<i>Databases</i>	Microsoft Access, MySQL, Oracle

INTERESTS

- Black and white movies (Hope and Crosby, Astaire and Rogers)
- Board and card games (D&D, Magic: The Gathering, Mahjong, Settlers of Catan)
- Fitness (basketball, cycling, gym, soccer, swimming)
- Music (big band, jazz, metal, rock and roll)
- Video games (Civilization, Majesty, Portal, Ratchet and Clank, R.U.S.E.)
- Scenic drives

REFERENCES

References can be supplied upon request.