Martyn Gascoigne

Third Year Software Engineering Student

I am a motivated software engineering student seeking an intern position. I am proficient in multiple programming languages and have a strong foundation in game development. I have experience working alone and collaborating with others, and can quickly adapt to new situations. I am passionate about writing and maintaining code, and strive to learn more everyday whilst working on / with new technologies.

EDUCATION

BEng with Honours in Software Engineering — 2023 - Present
University of Canterbury

- Coursework: Algorithms, Relational Database Systems, Computer Networks, Web Computing Architectures, Embedded Systems, Engineering Mathematics, Software Engineering Principles, Formal Languages and Compilers
- Most recent GPA: 7.25

WORK EXPERIENCE

CRM Assistant — 2024
NZPPI

- Updating the organization's CRM and collating / updating data for its members

Information Assistant — 2021 - 2024
Education Review Office

- Working with the Microsoft 365 tool suite, focused primarily on Sharepoint and Excel data management

RECENT PROJECTS

Home Helper — 2025

- A renovation project management tool
- Create and manage a renovation project by creating tasks and collaborating with other users
- Written in Java for a whole-year University group project

Gromit — 2025

- Icon font generator for web applications
- Create "projects" - bundles of icons that can be packaged and used in web apps
- Running on Electron, planning to migrate to React

RIP Routing Implementation — 2025

- A basic implementation of the RIP routing protocol
- Written in Python for a University group assignment

All of my projects can be found on my personal portfolio website.

CONTACT

- Christchurch, New Zealand
- martyngasc@gmail.com
- @SlickRamen
- slickramen.github.io

SKILLS

Technical Skills
- Debugging (Experienced)
- Programming (Experienced)
- Algorithmic Thinking
- Database management (SQL)
- Software design and testing
- Code reviews
- Web development

Languages
- Python
- Java
- JavaScript / TypeScript
- C/C++
- HTML / CSS / JSX

Frameworks & Tools
- React / Node
- Spring Boot
- RESTFUL APIs
- Adobe & M365 Suite
- SonarQube
- Figma

Software Development
- Agile / Scrum
- CI/CD Pipelines
- TDD / ATDD

Soft Skills
- Teamwork
- Critical thinking
- Problem solving
- Project management

Personal Experience
- Game design and system architecture experience
- UI/UX design
- Background in Graphic design
- Wireframes and prototyping in Figma / Adobe Illustrator