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STEPH GARLAND

EDUCATION

Bachelor of Information Technology – *Otago Polytechnic, Dunedin*

FEBRUARY 2014 – JULY 2018 (EXPECTED)

RELEVANT COURSEWORK:

- Data Science and Machine Intelligence
- Data Structures and Algorithms
- Embedded Systems.

Capstone project in Machine Learning

Currently in first semester of year long research project of Machine Intelligence techniques, directed towards natural language processing outcomes.

FOCUS SO FAR:

- Using scrapy for data extraction with XPath Selectors
 - Using TensorFlow, Gensim, and scikit-learn to build and compare word vectors
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SKILLS

Languages: C#, Python, Java, .NET C++, XPath, html5 and CSS3, PHP

Software:

- Anaconda, Spyder, Scrapy, Jupyter Notebooks
 - Microsoft Visual Studio, Unity, Blender, Eclipse Juno, Android Studio
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EXPERIENCE

Peer Tutor – *Otago Polytechnic, Dunedin*

AUGUST 2014 – PRESENT

ONE-ON-ONE TUTORING IN THE FOLLOWING SUBJECTS:

- Maths for Information Technology
- Introduction to Programming, Object-Oriented Programming

VOLUNTEER EXPERIENCE

Website Maintenance – *Koru Care Otago*

OCTOBER 2017 – PRESENT

Packing and Distribution – *All Saints Fruit and Vege Co-op*

AUGUST 2016 – JUNE 2017

HOBBIES AND INTERESTS

Roleplayer:

TRAP AVOIDANCE EXPERIENCE ACROSS MANY SYSTEMS, INCLUDING:

- Dungeons and Dragons (v. 4), Pathfinder
- Dark Heresy, Dark Heresy 2, Rogue Trader
- Darksun, but doesn't like to talk about it

Avid Crocheteer – <https://www.ravelry.com/projects/Twik>

- Sells pieces at Made Fullstop, Dunedin
- Has an annual stall at Thieves' Alley Market, Dunedin

Game Jam Organiser/Participant:

- Organised the 2016 Otago Polytechnic Student Game Jam
 - 2016 and 2017 Global Game Jam Participant
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REFERENCES

Dr David Rozado

Senior Lecturer and Project Supervisor, Otago Polytechnic
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Patricia Haden

Principal Lecturer, Otago Polytechnic
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