JACKSON BUNTING

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EDUCATION

University of Adelaide | GPA: 6.5/7.0   Feb. 2023 – Dec. 2025

- Bachelor of Computer Science (Distributed Systems).

Flinders University | GPA: 7.0/7.0   Feb. 2022 – Dec. 2022

- Completed two computer science topics in high school maintaining a high distinction.

PROJECTS

Pop! Game | C++

- A fully GUI-based game where players must attempt to pop the ever-growing balloons before they burst.
- Developed in C++ using the graphical library raylib making use of CMake and git Submodules.

Tiny Timer | TypeScript

- Pomodoro-inspired web app complete with a to-do list and randomisation of activities.
- Fully styled using Tailwind CSS with a responsive interface and selectable presets.

Party Chess | C++

- An implementation of chess where the pawns have unique abilities with interactive controls.
- The project was developed collaboratively using SFML, an OpenGL library.

Nimlab | MATLAB

- Implementation of the game Nim using MATLAB complete with a non-player character to play with.
- Complete with multiple board sizes and difficulties allowing you to play an unwinnable game.

EXTRACURRICULAR

APAC Inter-Uni Competitive Programming participant   2023 - Present
Flinders Ultimate General Board Member   2023 - Present

- An active member involved in decision-making and upkeep of Flinders Ultimate Frisbee.
- Helped facilitate club events and general administration.

Attunga Rover Scouts Treasurer   2023 - Present

- Treasurer of my local scout group, of which I'm an active participant and event organiser.
- Responsible for migration of accounts, billing and membership fees.

Debating Adjudicator   2021 - 2023

- Adjudicated debates for primary and early high school and debated for SADA and Debating SA.
- Facilitated the development of critical thinking and public speaking for primary school students.

Math Teacher for Primary School   2020 - 2023

- Planned and delivered maths lessons to primary school students to raise interest in STEM.
- Delivered through the Primary Maths Extension Group at my former high school.

TECHNICAL SKILLS

Languages: C++, JavaScript/TypeScript, HTML/CSS. MATLAB.
Technologies and Frameworks: Git, CMake, node.js, Linux, Tailwind CSS, SFML, Raylib.