AWARDS

- Top 3 Engineering Thesis Projects (2021)
  University of Wollongong
- Most Popular Display 3rd Year Engineering (2019)
  University of Wollongong
- Most Popular Display 2nd Year Engineering (2018)
  University of Wollongong
- UOW Engineering and Information Science Award for Excellence in Technology and Applied Studies (2016)
  University of Wollongong & Chevalier College

DEV STACK

- Python
- C++
- Linux (Debian, Ubuntu)
- CI/CD (GitLab, Github)
- Virtualisation (VMware)
- Management Tools (Redmine, Taiga)
- Operating Systems (macOS, Linux, Android, Windows)

INTERESTS

- Video Games
- Programming
- Hobby Electronics
- Geocaching
- Marvel Movies
- Cooking

REACH OUT

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My Website

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PAST PROJECTS

NAVIGATIVE ASSISTIVE DEVICE

Developed a prototype embedded navigative assistive device that utilised neural networks and machine learning for guiding blind individuals through unseen and hazardous environments.

SHOOSH

Worked in a team of 6 to develop a video game in a short time period for a university project. My focus was on game programming, including physics, gameplay elements, artificial intelligence, and writing custom shaders.

```
// Update is called once per frame
void Update()
{
    // Send out raycast
    if (Physics.Raycast(transform.position, transform.forward, out hit, 2))
    {
        // If raycast hits an object that can be picked up
        if (hit.collider.gameObject.tag == "Pickupable")
        {
            // Show interaction text
            interactText.SetActive(true);

            // If mouse held down
            if (Input.GetMouseButton(0))
            {
                // Only allow one object to be picked up at once
                if (held)
                    return;

                // Pick up object and make kinematic
                hit.collider.gameObject.transform.SetParent(this.gameObject.transform);
                pickUpRb = hit.collider.gameObject.GetComponent<Rigidbody>();
                pickUpRb.isKinematic = true;
                pickUpRb.collisionDetectionMode = CollisionDetectionMode.ContinuousSpeculative;
                held = true;
            }
```

FAVORITE TECHNOLOGIES

Unity · Python · C++ · Visual Studio · Unreal · VMware

REFERENCES

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