Willow **Hayward**

SOFTWARE DEVELOPER

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Education

University of Queensland   *Brisbane, Australia*

BACHELOR OF INFORMATION TECHNOLOGY · SOFTWARE DESIGN   *July 2014 - May 2020*

- UQ Employability Award Recipient
- Paul Gampe Prize for Best Open Source Project in the 2016 UQ Innovation Showcase
- UQ Writers Club Social Media Manager, 2015; President, 2016-17
- UQ Mafia (Social Club) Founder and President, 2016-2017

Work Experience

Merchant Warrior   *Brisbane, Australia*

FULL STACK DEVELOPER   *Since September 2020*

- Front End Design
- RESTful API Development
- Database Optimisation

Blue Beard Entertainment   *Coral Springs, Florida*

CONTRACTOR   *2015-2020*

- App Development
- In-House Utility Development

Shaver Shop   *Brisbane, Australia*

SALES ASSISTANT   *June 2019 - January 2020*

- Responsible for the sale of mid to high end dental devices and body grooming accessories

Junior Engineers   *Brisbane, Australia*

HEAD TEACHER   *July 2019 - September 2019*

- Responsible for teaching basic programming to groups of up to 20 children

University of Queensland Union (UQU)   *Brisbane, Australia*

SEMPER FLOREAT NEWSPAPER EDITOR   *January 2018 - December 2018*

- Website Management (WordPress)
- Article Writing and Editing

Code Camp   *Brisbane, Australia*

HEAD TEACHER   *April 2017 - September 2017*

- Responsible for teaching basic programming to groups of up to 30 children
- Worked with camp managers and teaching assistants

Skills

Programming	JavaScript, TypeScript, Python, C/C++, Java, Node.JS, PHP, C#, .NET
Web	HTML5, CSS, MEAN Stack, LAMP Stack, Apache, Nginx, WebSockets, Wordpress
Software	Windows, MacOS, Linux, Microsoft Office, Vim, LaTeX

Projects

Deadname Remover   *https://bit.ly/3eDghG2*

REMOVES THE DEAD NAMES OF TRANSGENDER INDIVIDUALS FROM THEIR WEB BROWSERS *Since March 2018*

- Published on the Mozilla Firefox and Google Chrome web stores
- Over 15k users and more than 100 five-star reviews
- Technologies used: JavaScript

French Toast
https://FrenchToastGame.com

A BROWSER BASED ONLINE MULTIPLAYER GUESSING GAME CREATED TO SUPPORT A BOARD GAME KICKSTARTER
April 2020

- Online multiplayer through Lipwig networking platform
- Thousands of games played
- Technologies used: TypeScript, WebSockets (Lipwig)

The Social Dial
https://bit.ly/2Ba2t7d

INTERFACING WITH MODERN SOCIAL MEDIA THROUGH ANALOG TECHNOLOGY
May 31st 2018

- Interfaced a USSR telegraph key to Twitter and a 1985 dial phone to Facebook
- Exhibited at the State Library of Queensland, May 2018; UQ Innovation Showcase, October 2018
- Technologies used: Arduino, C, Python, JavaScript, NodeJS, WebSockets

Lipwig
npmjs.com/package/lipwig

ROOM-BASED MESSAGE SERVER
Since April 2017

- Designed for development of room based social games
- Developed to act as Platform as a Service (PaaS) message server
- Available on npm
- Technologies used: TypeScript, NodeJS, WebSockets

Coaster
github.com/UQdeco2800/coaster

ACTION PLATFORMER
August 2016 - October 2016

- Java project with 60 person development team
- Responsible for procedurally generated terrain and object layering system
- Extensive unit test coverage
- Technologies used: Java, JUnit, Gradle

Crowd9
Not Released

SOCIAL MOBILE GAME
November 2015 - August 2016

- Room based social game for web and mobile platforms
- Cross platform codebase
- Functioning micro-transaction system
- Technologies used: JavaScript, WebSockets, Cordova

Turrets
github.com/WillHayCode/Turrets

2D TOWER DEFENCE PLATFORMER
December 2016

- Originally developed using Coaster engine
- Redeveloped with LibGDX Framework
- Technologies used: Java, LibGDX

References Available On Request