

Academic Education

2016-2020

Bachelor of Science (Honours) Majoring in Physics, Minor in Math, Australian National University, First class honours (GPA:6.75/7)

- My research project tested the ability of a specific crystal to store quantum information. The project involved a literature review, experimental design, setup, data taking, and statistical analysis.

Technical Skills

Programming	Data Analytics	Digital Design	Physical Design	Professional Skills
<ul style="list-style-type: none"> • Python • Matlab • Mathematica • R • HTML • CSS • Javascript • Swift 	<p>Studied large data sets in R as part of a Bayesian analysis course, and in Python for my honours project.</p>	<ul style="list-style-type: none"> • Adobe Illustrator, Photoshop, Premiere, After Effects, and InDesign • Davinci Resolve • Latex • Blender 	<ul style="list-style-type: none"> • Modelling using Fusion360 • 3D Printing • Laser Cutting • Soldering 	<ul style="list-style-type: none"> • Experienced presenter • Extensive multidisciplinary collaboration. • Demonstrated track record of solving complex problems quickly.

Professional Experience

2021-cont.

Educational Developer, The ANU School of Cybernetics

- Developing and delivering educational experiences to explain and build an understanding of cybernetics and its applications to a range of audiences.
- Have created and presented online and in person education activities for large consulting firm senior partners, other universities, international conferences, and national institutions. Received a professional staff award for these contributions.
- Member of The ANU College of Engineering, Computing and Cybernetics Education Committee.
- Co-designed and built digital and physical interfaces for multiple AI art exhibitions.
- Provided consultancy services to a large tech company to assist them in developing their educational content and approach.
- Coordinated and led internal team training and activities.

2016-2021

Learning Programs Presenter, Questacon (APS 4.3)

- A public facing roll presenting interactive science content through inquiry based learning.
- Presented science content to visitors in groups ranging from 1 to over 50 people.
- Developed new scientific demonstrations including collaborating with others on large projects.
- Edited science activity documentation for use by the public.
- Represented Questacon at multiple events, presenting content both locally and interstate.

2020

Researcher for the Australian Space Agency

- Undertook a research project on future space careers, categorising and writing descriptions of jobs.
- Designed visual pathways for possible careers in the space industry.
- Assisted with writing background documentation for early learning activities.

2019

Graphic Design Subeditor at Woroni

- Volunteer position for the ANU's student magazine.
- Delivered to strict deadlines, designing artworks to accompany articles.
- Filled in as lead graphic editor, teaching myself Adobe InDesign, and laying out the magazine.
- Communicated with article writers to perfect designs.

2015

Internship at Questacon

- Assisted with the writing and design of a science show for public presentation.
- Researched, designed, and created props for use in science activities.

Referees

Ben Swift

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Interests and Hobbies

I enjoy cooking, in particular baking bread (mostly sourdough), pastries, cakes, and am always looking for new creations to challenge my cooking ability. Recently I made my cousin's wedding cake.

In my spare time I have been learning to program in Xcode and Swift, working on perfecting the design of board-game type experiences playable on mobile devices.

I also like experimenting with graphic design, making artwork and manipulating pictures, and have won a number of design competitions.

I enjoy playing piano and picking up new skills that allow for creative expression. I've been 3D modelling & printing, laser cutting, building websites and have started to learn knitting.

I've been getting back into running and going to the gym after injuring my shoulder playing soccer.