ADEN KNEEBONE
Software Developer

Site   https://www.akne.dev
Email   contact@akne.dev

SUMMARY

As a fresh university graduate who is familiar with various types of software and software development, it is my goal to seek out a position as a software developer to further refine my skills in. During my time at university, I have worked with many types of students, both in person, and remotely, and have been an effective team member and programmer under all circumstances.

EDUCATION

Queensland University of Technology   **2018-2021**
Bachelor of Information Technology, Computer Science   GPA: 6.71/7
Minors: Intelligent Systems, Networks and Security
Dean's List for 5 semesters

Notable Courses:
- Machine Learning – explored different types of problems using simple classifiers, deep convolutional neural networks, Siamese networks, autoencoders, multitask learning methods, and more.
- Web Computing – created a REST API using Express to retrieve stock listings contained in a local MySQL server, along with a website created with React to make requests to produce tables and graphs with.
- Introduction to Robotics – explored computer vision and 6DOF robotic arms using CoppeliaSim to pick up and place objects down in different locations.
- Microprocessors and Digital Systems – wrote a small game for a Teensy 2.0 microcontroller that was equipped with an old Nokia LCD screen and a few buttons.

SKILLS

Languages   Python, C, C#, Java, JavaScript (w/ HTML & CSS)
Libraries   NumPy, scikit-learn, TensorFlow, Keras, spaCy, Pandas, React, Express, Node
Software   Git, GitHub, PuTTY, WSL, MySQL, SQLite, Jupyter, Google Colaboratory
Other   TDD, Unit Testing, REST, Windows, UNIX, Linux, Office Suite, LaTeX, Docker
General   SCRUM, Agile, Waterfall, Team Programming, Microsoft Teams

EXPERIENCE

Developer   **Bureau of Meteorology (Capstone Project)**   **2020-2021**
For the QUT capstone program, the Bureau of Meteorology requested a system that utilised natural language queries to retrieve meteorological data from their gridded and non-gridded datasets. For this project, I was responsible for:
- Creating the Natural Language Processing model using spaCy to recognise important keywords (e.g., temperature, humidity, maximum, etc)
- Creating a wrapper application for the spaCy library with a graphical interface using Tkinter to have a convenient environment to train the models in, and to produce the training data necessary
- Creating a presentable web interface using React to utilise user input (text/voice) to make API requests for the created backend server to process

PERSONAL PROJECTS

- Using Generative Adversarial Networks to produce game sprites
  - DCGAN and WGANs investigated
  - An API and Web Interface are currently being developed, with aims to showcase the interpolation between points in the latent space, along with the bulk generation of images

For more projects, refer to my GitHub https://www.github.com/akne