Software Engineer

Alex Cummaudo http://alexcu.me

Skills CORE



Experience

iOS Developer

Aug 2015-Feb 2016

SEEK Ltd., Melbourne

SEEK is Australia's largest jobs, employment, career and recruitment website.

- > Development and release of the SEEK jobseeker iPhone and iPad app app.
- > Integrated a prompt for app feedback review, which improved the App Store rating from six 1 star reviews to 33 reviews averaging 4.5 stars on launch-day alone.
- > Added personal recommendations to the jobseeker app, providing thousands of personalised jobs to candidates on their mobiles.
- > Experience with continuous deployment and test-driven development environments.

Software Engineer

Aug 2014-Aug 2015

Swinburne NICTA Software Innovation Lab (SSIL), Hawthorn

SSIL delivers research-driven high-impact software solutions and is partnered with NICTA.

- > Lead drone-flight software project that automates drone flights.
- > Developed fleet visualiser prototype integrated using Google Maps SDK used for bus fleets in Kuala Lumpur.
- > Created a web-based IDE used for rapid prototyping software to create Android applications using a custom DSL.
- > Development with bleeding-edge technology stacks and rapid-prototyping environment.

Tutor Mar 2014–Aug 2016

Swinburne University of Technology, Hawthorn

Teaching first-year introductory programming and object-oriented programming units.

- > Engagingly teaching students to learn foundation programming concepts
- > Group discussion and running group exercises
- > Preparing students for future programming and problem-solving units
- > Helping students through basic Pascal, C and C# and giving one-to-one feedback

Freelance UI/UX Designer

Mar 2014-Aug 2016

LeadSoftware, Melbourne

LeadSoftware specialises in complete tracking, logistic and dispatch systems.

- > Lead UX and UI design for FairFind, a global marketplace for antique, fashion, fine art and collectable fairs.
- > Lead UX and UI design for a large-scale on-board taxi dispatch system and iOS/Android apps in development for CABiT, a Melbourne-based Taxi company
- > Strong interaction with development team to explain prototypes and mock-ups developed and provide feedback on implemented designs
- > Iterative prototype process using a mix of whiteboard, Pixelmator, Keynote and FluidUI

Open Source

Doubtfire Learning Management System

Jul 2013 – Present github.com/doubtfire-lms

Postgres Ruby on Rails Grape AngularJS CoffeeScript

- > Developed majority of web-based front-end
- > Automated processor for student work upload pretty-printed to PDFs
- > Burndown charts to view student progress
- > Visualisations representing student learning
- > Integrated ticketing system for student helpdesk
- > Used at Swinburne, Monash and Deakin universities

Education

B.Sc. Software Development Major

Aug 2013-Present

Swinburne University of Technology, Hawthorn GPA 4.0

Victorian Certificate of Education (VCE)

Feb 2010-Nov 2012

Parade College, Bundoora

Australian Tertiary Admittance Ranking (ATAR) of 98.00 of 99.95.

Awards

Certificate of Achievement Awards

Nov 2014, Jul 2015

Highest Achieving Student with the highest marks in nine subjects.

Awarded by Prof. John Wilson – Executive Dean, Faculty of Science, Engineering and Technology, Swinburne University.

Certificate of Appreciation Award

1 Nov 2013

Swinburne ICT Student Ambassador Program.

Awarded by Prof. Leon Sterling - Dean, Faculty of ICT, Swinburne University.

Vice Chancellor's Scholarship

31 Mar 2013

On outstanding academic excellence.

Awarded by Prof. Linda Kristjanson – Vice Chancellor, Swinburne University.

Dux Award 8 Feb 2013

On excellent VCE results and one of the highest ATAR scores in the college.

Awarded by Dr. Denis Moore - Principal, Parade College.

Extra Curricular

University

- > Member of the Swinburne Tinkerers Guild
- > Open Day Volunteering—discussing and advocating Swinburne degrees
- > Spokesperson for Swinburne's Faculty of Information Technology
- > Mentor for VCE students enrolled in Swinburne's Higher Education Studies within the VCE program

Hobbies and interests

- > Orienteering, hiking and jogging
- > Antique computing
- > Casual indie game developer at Paperbox Studios