

# Evan Harvey


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<https://github.com/blinklad/latex-templates/cv.pdf>   
(Last updated August 12, 2019.)

## Basic Info

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: [harveyem@utas.edu.au](mailto:harveyem@utas.edu.au)

: [github.com/blinklad](https://github.com/blinklad)

- Undergraduate student in Bachelor of Information and Communication Technologies at the [University of Tasmania](#)   
Second-year, majoring in Software Development.
- 6.8GPA, aspiration for Honours and post-graduate research streams

## Institutions

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2018–PRESENT	<b>Bachelor of Information and Communication Technologies</b> <i>University of Tasmania, Tasmania, Australia</i> Software Development major
2017–2017	<b>Diploma of University Studies</b> <i>University of Tasmania, Tasmania, Australia</i> University course to meet mature age or early school leaver requirements. Finished after one semester to fast-track into degree on account of high grades.
2017–2017	<i>University of Tasmania, Tasmania, Australia</i> Single semester, articulated into Diploma of University Studies.

## Community work

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2019	<b>University College</b> <i>Past student speech</i> A short speech on experiences, challenges and successes I had while enrolled in the .
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## Information Technologies

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### Programming Languages

GENERAL PURPOSE / SCRIPTING	C, C++, Rust, Python, Go, Java, C, Haskell, Bash / Bourne shell / Fish, common LISP, Scheme
DOCUMENTATION	<b><math>\text{\LaTeX}</math>/<math>\text{\X}\text{\LaTeX}</math>, R Markdown, HTML</b> <i>Strong desire for comprehensive manuals, documentation and structure</i> Personal interest in rudimentary linguistics, including computational linguistics and automata theory

## Tools I Use

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### Usual Workflow

I use a **vim**-based setup in a tiling window manager (**xmonad**). I compile documents using  **$\text{\LaTeX}$** , and **biber** for references. I've run Microsoft, MacOS and GNU/Linux systems (both Debian and Arch-based varieties).

### Programs I'm Familiar With

git, tmux, ssh, GIMP, pandoc, GNU Bison

## Hobbies

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Recreational mathematics, programming language theory, free (i.e. libre) and open source software, including contributing to various projects. Miniature painting, especially 1/72 scale high fantasy and science fiction, in which I

contribute to online shareboards and have won local painting competitions in.

## References

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- Email me 