# Aaron Craig's CV

CONTACT INFO Phone: 027 755 2760 2/21 Pirie Street

Email: aaroncraig@protonmail.ch Mt. Victoria, Wellington

Website: github.com/craigthelinguist

Skills Programming Languages: Java, C, Python, Haskell, Prolog, SQL

Modelling Languages: Alloy, UML, LTSA

Markup Languages: Latex, Markdown, JSON, XML

Libraries & Frameworks: JUnit, pandas, matplotlib, numpy, curses, OpenGL, XStream, Berkeley

Socket API, Swing, Unity. **Protocols**: HTTP, DNS.

Job History

# Victoria University, Wellington

Research Assistant

Oct 2015 - Current

- Contributed to the Wyvern interpreter: github.com/wyvernlang/wyvern
- Help design a logic for specifying and verifying architectural constraints.
- My supervisor was Alex Potanin.

# New Zealand Registry Services, Wellington

Research Intern

Oct 2014 - Mar 2015

- Analysis and summary of DNS data using pandas, matplotlib.
- Detection and classification of botnet domains using clustering techniques.
- Helped gather and verify data used to generate a map of the NZ internet's routing topology.

#### Victoria University, Wellington

Sessional Assistant & Tutor

Mar 2014 - Oct 2015

- Marking tests and assignments; invigilating.
- Running tutorials, labs, and helpdesks.
- Classes tutored: Intro to Computer Science; Engineering Modelling & Design; Data Structures & Algorithms II; Formal Foundations of Programming.

#### Converga Ltd., Petone

Business Processing Clerk

Nov 2013 - Mar 2014

- Data entry and verification.
- Sorting files by hand. (I did this using radix sort)

# Target Furniture, Porirua

 $Temp,\ Storeperson$ 

Nov 2010 - May 2013

- Furniture removal, delivery, assembly, and repair.
- Managing inventory.
- Driving forklift.
- Training temps.
- Assisting and greeting customers.

# Interests & Projects

Natural Language Processing. One of my dreams it to make computers that can recognise and produce human language. I have made several corpora for Māori and NZ English. At NZRS I did research into detecting botnets in DNS by classifying domain names. As part of that I gave a presentation at the 2015 NZ Internet Research Forum.

**Programming Languages**. Language arguably shapes thought. The role of language in software development is very underappreciated. I want to develop expressive and safe ways for programmers

to write software. I'm a contributor to the Wyvern project. I'm also interested in compiler design, static analysis, and type systems.

Visualisations. At NZRS I helped verify data used to generate a map of the NZ internet. I've written several interactive visualisations for algorithms (A\*, Kruskal's Knight's Tour, KNN) and cellular automata. These visualisations give an excellent description of concepts which are otherwise difficult to explain in words (such as graph theory!).

**Education.** I would like to see NZ education offer more in the way of computer science and logic for high school students..

**Game Development**. Each year I attend Pixeljam, a 48hr gamejam in Wellington. Over the years we've made several flavours of game: including a lane-runner, a Mario-style platformer, and a 3d horror game. A secret desire of mine is to see more NZ-themed videogames, particularly about NZ history.

#### **EDUCATION**

### Victoria University of Wellington, New Zealand

STAR Programme
BA Linguistics & Philosophy
2011

BSc Computer Science & Mathematics
 BSc Hons. Computer Science
 2013 - Current
 2016 - Current

# Tawa College, New Zealand

• NCEA Level 3 (Merit endorsement). 2011

# Scholarships & Awards

# Victoria University of Wellington

• Victoria Achievers Scholarship 2012

2011

#### NZQA

Outstanding English Scholarship

#### Tawa College

Katherine Mansfield Award (English)
Leanne Dixon Cup (History)
2011

# LANGUAGES

#### English

Māori (Elementary)

#### ABOUT ME

I was born in Porirua and live in Wellington. I like creative writing and reading history, philosophy, and literature. For two years I boxed as an amateur but nowadays just like to watch. My tribe is Muaūpoko, in Horowhenua.

#### References

Available upon request.