

## David Long

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### Objective

Motivated and enthusiastic computer science student seeking a junior or internship level opportunity as a software developer to gain professional experience in the industry.

### Education

Bachelor of Information Technology: Computer Science, Artificial Intelligence - Double Major (2021 - Current)

Murdoch University, Perth, WA

### Skills

- Proficient in Python for analysis and machine learning
- Strong skills in C/C++ for game development and data structures
- Experience with HTML and CSS for front-end development with Bootstrap
- Familiarity with JavaScript for web development
- Knowledge of Git for version control
- Experience with C# for game development with Unity
- Proficient with Unix systems

### Work Experience

Sales Associate (June 2021 - Current) - Repco, Cannington, WA

- Responsible for working with a team to sell auto parts and other accessories.

Delivery Driver (September 2020 - February 2021) - Veale Auto Parts, Bassendean, WA

- Responsible for delivering large quantities of auto parts to multiple Veale Auto parts branches.

### Projects

- My personal website and blog. Written in Javascript, HTML, CSS, Bootstrap. Implemented a dynamic blog post system in a static website.  
<https://davlon.xyz> • <https://github.com/davlondev/personal-website>
- SDL2-rpg-engine. A game engine written in C++, with an implementation of the ECS (entity component system) pattern from scratch.  
<https://github.com/davlondev/sdl2-rpg-engine>
- Ai-Notebooks. A collection of deep learning and machine learning implementations using Python and Julia. Demonstrates knowledge of PyTorch, Matplotlib, NumPy, Pandas and more.  
<https://github.com/davlondev/ai-notebooks>