## David O’Donohue

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### Work Experience

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| Dev Ops Engineer Cogito Group Sept 2019 – June 2020  NV2 security clearance | In this role I use Gitlab pipelines to automate deployment to a server when code was merged into the develop branch. I implemented features on an application which used REST API webhooks to synchronise task management instances, reducing project manager workload. I used Go (Golang), JavaScript (React/Redux/Node), and C# while developing, bugfixing, testing, and performing code reviews for applications in a microservices environment with a PostgreSQL database. I was involved in creating unit tests and automated tests, as well as performing integration tests, for these applications. |
| Computer Science Mentor Science Mentors ACT Jan 2019 – Dec 2019 | In this volunteer role, I mentored a grade 9 student through a research project in computer science. We wrote a scissors-paper-rock bot which uses machine learning to exploit the inability of humans to choose moves which are truly random. We also described a mathematical conjecture which revealed insights into the assumptions of the machine learning framework. |
| Associate Consultant Veritec Jan 2019 – Sept 2019  Baseline security clearance | I worked autonomously to support other project members to deliver a detailed design document to the client. I created and ran a workshop on inter- and intra-personal skills. I developed a proof-of-concept web form for the Department of Agriculture using and integrating a static webpage, JavaScript, and an Azure LogicApp to send information and files automatically to an email address. |
| Computer Science Tutor Australian National University Jul 2017 – Dec 2019 | I was responsible for helping classes of first year students to successfully complete the course, as well as marking their assignments and providing them with feedback. I independently created video tutorials on the topics most students found the hardest and was consistently a top contributor on the online forums. In the second semester of 2018, my class showed the greatest improvement between their average performance on the mid-semester exam and their average performance on the final exam. |
| Provisional Psychologist Disability Assessment and Advisory Team, Department o Health and Human Services Jan 2014 – Dec 2014 | I was part of a multidisciplinary specialist team responsible for providing support to workers in the disability sector. I conducted IQ and adaptive skills tests, wrote behaviour management plans, and provided input during case meetings. |
| Provisional Psychologist PsychologyWorks 2013 | I cofacilitated groups on social anxiety and dialectical behaviour therapy, conducted IQ assessments, delivered relaxation skills training and therapy. |
| Provisional Psychologist Department of Education 2013 | I provided therapy and assessments to school aged children. I also liaised with parents and teachers. |
| Provisional Psychologist University of Tasmania Psychology Clinic 2012 | I delivered CBT and IQ assessments to clients of the service. I also cofacilitated the “Cool Kids” program for childhood anxiety. |

### Skills

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| Motivational Interviewing | CBT | ACT |
| Active Listening | IQ Assessment | Mindfulness |
| Go (Golang) | Python | JavaScript |
| C | Git | Haskell |
| PostgreSQL | Microservices | Testing |
| REST API | CI/CD | Agile |

### Personal Projects

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| Neuroevolution <https://github.com/davidodonohue/neuroevolution> | Neuroevolution is a python program which uses an evolutionary algorithm to train neural networks through mutation across successive generations. |
| XOR-Encryption <https://github.com/davidodonohue/xor-encryption> | XOR-Encryption is a python script which can encrypt and decrypt files and folders using the XOR operator on the bytes of a file and a key, which can be chosen or randomly generated. |
| TutorHelper <https://github.com/davidodonohue/tutorhelper> | TutorHelper contains several python scripts which automate repetitive tasks involved in tutoring, such as creating feedback templates and sending the finished product en masse. |
| Fly <https://davidodonohue.github.io/fly.html> | Fly is a basic game which I created while first learning JavaScript. It randomly generates hoops with normally distributed size, responds to touches on a mobile, adjusts its size to fit the browser window, and uses cookies to remember high scores. |
| Tic Tac Flow <https://github.com/davidodonohue/tic-tac-flow> | Tic Tac Flow is a graphical implementation of tic tac toe using the tkinter package. It features an AI opponent implemented using the negamax algorithm with alpha-beta pruning as an optimisation. |
| Flexible Psyche <https://davidodonohue.github.io/rosalie.html> | Flexible Psyche is a website I am developing for my wife, who is a clinical psychologist intending to open a private practice. |
| Logicosm <https://github.com/davidodonohue/logicosm> | Logicosm is a command line interface python program which gamifies mathematical practice and encourages pattern seeking in children. |

### Education

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| Master of Psychology (Clinical), 2012 – 2014, University of Tasmania |
| Bachelor of Psychology with Honours, 2008 – 2011, University of Tasmania |