

Dustin Wilson

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Tertiary Education

2011-Ongoing Bachelor of Engineering

Queensland University of Technology

GPA 6.4 on a 7 point scale

Major: Computer and Software Systems

Received Dean's Scholar Award for high achievement - 2011, 2013, 2014

2008 – 2011 Bachelor of Games and Interactive Entertainment

Queensland University of Technology

GPA 5.5 on a 7 point scale

Major: Games Design

Graduated with Distinction

Skills/Experience Profile

Team Projects

Project: Silo Inspection UAV Project

2014

Role: Ground Control Station Lead

System/application/Languages utilised: APM Mission Planner Application, C++, C#

Description: Plan, research, design and development a suitable ground control system, in order to adhere to the systems requirements, and to meet the mission's objectives.

Main tasks:

- Research ground control stations and the types of applications available.
- Plan, design and develop of additional extensions and applications needed.
- Facilitate team meetings ,including transcribe meeting minutes.
- Document creation for an Systems Engineering approach, including Trade Studies, Preliminary Design, System Requirements.
- Peer support including guidance on project criteria, provision of direction via work allocation, peer review and feedback.
- Incorporate feedback from advisors and peers into the projects documentation and design.

Key achievements:

- Project team received a Distinction (6)

Project: Paperminer

2013

Role: JAVA Developer

Languages utilised: Java Script, Java, JQuery

Description: Build and design additional functionality for a search engine for an online database of historical records.

Main tasks:

- Participation in group discussions including strategic planning, progress updates, and troubleshooting.
- Research and technical analysis of current state system behaviour relating to my directed tasks.
- JAVA development of additional user functionality.

- Planning and execution of test suites for user acceptance.
- Document creation for system enhancements including functionality and parameters, as well as test cases including results and future iterations.

Key achievements:

- Received positive and consistent feedback from Team Lead on my approach to the project and the work I was producing.
- Project team received a Distinction (6)

Project: Video Game Price Analysis

2013

Role: Team lead/Analyst

System/Application utilised: Minitab

Description: Statistical analysis on game prices across genre/platform and stores

Main tasks:

- Planning analysis strategy including scope of project, project requirements and implementation.
- Facilitate team meetings, provide guidance on project criteria and provide direction via allocation of project tasks
- Compile initial data and perform analysis using a variety of analysis techniques generated in Minitab.
- Document creation of data, results of analysis and interpretation of those results.
- Provide feedback to team members on progress throughout project including troubleshooting and guidance.

Key achievements:

- Project team received a High Distinction (7)

Individual Projects

Project: Virtual World Elicitation Desktop/Immersive VR Application

2015

Role: Developer

Language/Applications utilised: Unity 5, C#.

Additional Technologies: Oculus VR HMD, LeapMotion Controller.

Description: The primary focus of this project was to how best to use interactive software/hardware in order to enhance/improve the virtual world experience for the user/s in order to help elicit declarative knowledge from an expert. Two applications were developed, an Desktop Version, and an Immersive VR application using an Oculus and LeapMotion Controller.

Main tasks:

- Research code techniques to aid application.
- Document creation for an Engineering approach, including Project Proposal, Literature Review, System Requirements, Technical Paper and a Project Report.
- Incorporate feedback from advisors into the projects documentation and design.
- Design and develop the required functionality in line with project objectives.
- Troubleshoot including analysis strategies of issues.

Key achievements:

- I received a High Distinction (7)

Project: Hadamard Decoding/Encoding Application

2013

Role: Developer

Language utilised: C

Description: Design and implement a series of functions that encrypt/decrypt files, via the use of a Hadamard matrix.

Main tasks:

- Research code techniques to aid application

- Design and develop the required functionality in line with project objectives.
- Troubleshoot including analysis strategies of issues.

Key achievements:

- I received a High Distinction (7)

Specialised Skills

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|-----------------------------------|-------------------------------------|
| • Unity 3D(Intermediate) | • C (Intermediate) |
| • C# programming (Intermediate) | • Python programming (Intermediate) |
| • Java programming (Intermediate) | • Word (Advanced) |
| • C++ programming (Intermediate) | • Excel (Intermediate) |
| • Java Script (Intermediate) | • PowerPoint (Intermediate) |

Work History

Jim Wilson Contracting

2007 – 2012

Builders Laborer

- Follow complex instructions relating to construction and building renovation
- Awareness and practice of workplace safety including:
 - Safe and effective use of power tools
 - Manual handling and safe lifting techniques
- Painting, both preparation and detail work
- Tiling, including preparation and finishing
- Hands on practical problem solving

Additional skills and Professional Memberships

2012 Inducted as a member of **Golden Key** International Student Society
2006 Certificate 1 and 2 Multi-media studies

Referees

Ross Brown
Lecturer/Supervisor
Queensland University
of Technology
Phone No: +61 3138 9481

Ruth Holden
Industry Contact
Department of Immigration
and Border Protection
Mob No: 0422 186 005