Dustin Wilson
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Tertiary Education

2011-Ongoing   Bachelor of Engineering
Queensland University of Technology
GPA 6.45 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: 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)

PROJECT: NGRAM SEARCH APPLICATION   **2012**
Role: Team Lead/Java Developer   **Language utilised:** Java
Description: Build and design an Ngram search application, which accesses an online Ngram database.
Main tasks:
- Research GUI design and development techniques
- Planning and development of the GUI (user interface) and corresponding test suites.
- Facilitate team meetings, provide guidance on project criteria and provide direction via allocation of project tasks.
- Peer review team member's code work, provide feedback and incorporate finished code into the GUI.
- Discuss design choices with client.
- Document creation for system functionality as well as test cases including results and future iterations.

Key achievements:
- Project team received a Distinction (6)

PROJECT: ETERNAL DUSK   **2011**
Role: **Role:** Game Designer/Environmental Modeler
System/application utilised: Unreal Engine, 3DSMAX/Maya, Photoshop, AfterEffects
Description: Design and build a small game to be presented to a panel of game industry specialists.
Main tasks:
- Assist in the development of game design/core game play elements.
- Created promotional games trailers for different audiences – players, distributors.
- Peer review and feedback on team member's code.
- Incorporation of feedback from peers and advisors into the project development.
- Documentation creation on game development process.

Key achievements:
- Project team received a High Distinction (7)

INDIVIDUAL PROJECTS

PROJECT: HADAMARD DECODING/INCODING 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)

PROJECT: TRAVELLING SALESMAN PROBLEM APPLICATION   **2013**
Role: Developer   **Language utilized:** C++
Description: Design and implement two efficient different methods of calculating the shortest path to be taken by a traveling salesman.
Main tasks:
- Research known algorithms to aid application
- Design and develop the required functionality in line with project objectives.
- Troubleshoot including analysis strategies of issues.
- Document creation on code development and solution.

Key achievements:
- I received a High Distinction (7)

Specialised Skills

- Python programming (Intermediate)
- C# programming (Intermediate)
- Java programming (Intermediate)
- C++ programming (Intermediate)
- Java Script (Intermediate)
- C (Intermediate)
- Word (Advanced)
- Excel (Intermediate)
- PowerPoint (Intermediate)

Work History

Jim Wilson Contracting   **2007 – 2012**
Builders Labourer
- 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

Available on Request