**Dustin Wilson**

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Mob: 0406978223 Email: [Dustin.Wilson89@outlook.com](mailto:Rh4istl1n@hotmail.com)

**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 performe 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**