**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**

* Unity 3D(Intermediate)
* C# programming (Intermediate)
* Java programming (Intermediate)
* C++ programming (Intermediate)
* Java Script (Intermediate)
* C (Intermediate)
* Python programming (Intermediate)
* Word (Advanced)
* Excel (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

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Ruth Holden

Industry Contact

Department of Immigration

and Border Protection

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