

Skills

Rendering & Interaction

- 3D Materials, Modelling & Maths
- Live data & interaction
- Projection hardware experience
- Passion for experimental techniques

Software Development

- Linux management (systemd, nixos, Raspberry Pi)
- Backend (AWS, Rust in lambda, Postgres)
- Apps (Flutter, Android, Web)

Team management

- Leading multiple projects
- Balancing priorities between clients, developers, deadlines and quality
- Knowing when to present a learning opportunity and when to step in

Experience

2023 Smart Access

Map app

- Geospatial data and processing
- Python visualisation and data processing
- Reproducible data pipeline
- Team management

2023 My Life My Voice

Peer support communication app

- Flutter
- Accessible apps

2020 TASKA Prosthetics

Mobile Developer for hand management app

- Working in a larger team
- Multi platform development

2019 Victoria University

Alexa App and Class Tutor

- Developing for differently abled people
- Teaching

2019 Savesign

Display software for Raspberry Pi

- Java
- Linux Configuration

2017 GeneralApps

Android app development

- Client negotiation
- App development

Education

2019 Victoria University of Wellington

Bachelor of Design Innovation (Media Design)

Deans Award
6 courses complete with grade A- or greater
2 more with B+

2016 Canterbury University

Bachelor of Science (Incomplete) (Computer Science)

First year completed with average of A-
Dropped out second year to pursue more applied skills