# Emily Samantha Zarry

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## EDUCATION

**Monash University | Melbourne, VIC**                    Expected Graduation December 2023

*Bachelor of Computer Science, Minor in Software Development*                    *Cumulative GPA: 4.0*

**Coursework**: Computer Systems, Networks and Security, Algorithms, Data Structures, Databases, Mobile Application Development, e-Business Technologies, Object Oriented Design, Systems Development, Theory of Computation, Discrete Mathematics, Advanced Mathematics, 3D Modelling

**Monash College | Melbourne, VIC**                    Jun 2021 – Feb 2022

*Diploma of Information Technology*                    *WAM: 94.38*

Received Diplomas Global Award for achieving highest results in Diploma of IT across all Monash College partners.

## SKILLS & TECHNICAL TOOLS

**Languages**: Python, C++, Java, JavaScript, HTML/CSS, Go

**Technologies**: Git, ReactJS, ExpressJS, scikit-learn, Matplotlib, Android App Development, Jupyter Notebook

## EXPERIENCE

**Programming Bootcamp Tutor | Monash University**                    *July 2022*

- Taught students the fundamentals of programming, problem solving, and algorithm design using Python.
- Answered questions from students and helped them develop a good understanding of how to program and how to approach problems.

**Creative Officer | Indonation.au**                    *Mar 2022 - present*

- Developed the creative direction for Indonation's social media, branding, and art exhibition.
- Created typography, social media posts, and various digital content needs within required timeline.
- Designed Indonation's website using Adobe Illustrator and Figma.
- Collaborated in weekly team meetings to bring plans to fruition.

**Graphic Designer | Monash Indonesian Club (PPIA Monash)**                    *Dec 2021 - present*

- Designed and produced PPIA Monash's social media posts within required timeline.
- Designed PPIA Monash's website using Adobe Illustrator and Figma.
- Worked with various divisions to produce event posters and custom merchandising.

**Student Leader | Monash College**                    *Jun 2021 – Jan 2022*

- Built connection among students by hosting fortnightly club sessions.
- Assisted the Student Engagement Team run Orientation Week activities.

**Event Curator | TEDxYouth@SmakOne**                    *Mar 2020 – Nov 2020*

- Discovered and reached out to potential speakers to join TEDxYouth@SmakOne.
- Collaborated with local and international speakers to develop their ideas into TED-approved talks.
- Organized and managed the online event attended by more than 100 people.

## PROJECTS

**Sudoku Game |** *Python*

- Recreated the classic Sudoku game with a command-line GUI that allows the player to place a number, undo a move, and ask for a hint.
- Implemented a Sudoku board generator that creates a brand new valid and solvable board.
- Implemented a Sudoku board solver that uses strategies such as forward single and backward single.

**Mario Game|** *Java*

- Applied object-oriented design principles such as Interface Segregation and Dependency Inversion to create a text-based Rogue-like game.
- Created UML class diagrams and sequence diagrams following standard conventions to design the system.

**Pairs Card Game |** *C++*

- Recreated a multi-player card game called Pairs using knowledge of object-oriented programming, pointers and references, and C++ memory management.

**Quizzical App |** *ReactJS*

- Developed an interactive web app that allows the user to test their trivia skills by displaying a set of questions retrieved from an API and showing the results and their final score.