

Matthew Kerr

Software Engineer / Designer

📍 Wellington, New Zealand | 📞 +(64)-27-359-0763 | 🎂 23-12-2003 (He/Him/His)
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Seeking to leverage and utilize design and software skills to streamline processes, increase efficiency and effectively fill your job in software, Java, or mobile development. Driven to learn and work hard to exhibit a solid understanding and expertise in the industry. I am highly motivated by the opportunity to tackle challenging problems and possess a fascination by the development of new technologies. As of date, I will be available for summer internship employment.

WORK EXPERIENCE

Victoria University of Wellington | Computer Science Tutor *Kelburn Campus, Wellington | 03.2023 - Current*

- Conducted one-on-one and group tutoring in COMP102, and COMP103 to assist students in understanding computer science concepts, the Java programming language, and problem solving-techniques.
- Prepared and delivered content and examples for students to explain complex topics, fostering a deeper understanding among students.
- Provided guidance and support to students in completing assignments and projects, ensuring adherence to best practices and promoting independent problem-solving abilities.
- Collaborated with professors, lecturers and peers to develop course materials, review marking schedules, and provide feedback on student performance.

Saigon Taste | Front of House

Wellington | 02.2021 - Current

36 Seat Restaurant and Takeaway specializing in Vietnamese cuisine.

- Provided exceptional customer service by greeting and seating guests, taking orders, and ensuring an enjoyable dining experience.
- Effectively communicated with kitchen staff to relay customer requests, special dietary needs, and any operational concerns.
- Managed reservations and coordinated seating arrangements to optimize table turnover and maintain smooth restaurant operations.
- Resolved Customer complaints and concerns promptly and professionally, ensuring customer satisfaction and loyalty.
- Collaborated with team members to maintain a clean and organized front-of-house area, including clearing tables, restocking supplies, and assisting with basic food preparation.

Self Employed | Freelance Graphic Design

Wellington | 01.2021 - 01.2022.

- Worked closely with various clients to understand their design requirements and developed creative concepts to meet their visual communication needs.
- Created visually appealing graphics, logos, branding, and business cards using Adobe tools.
- Collaborated with clients to refine designs based on feedback and implemented revisions to achieve desired outcomes.

HARD SKILLS

Tools

Photoshop, InDesign, Premiere Pro
Fusion 360
Visual Studio Code

Programming languages

Java
C, C++
HTML/CSS/JavaScript

Learning

Flutter, Kotlin
OOP, Data Structures, Algorithms
NAS (Network Attached Storage)

SOFT SKILLS

- Effective communication
 - Skilled in mentoring and providing constructive feedback to students.
- Active listening
 - Demonstrating focused attention, empathy and understanding.
- Willingness to learn
 - Highly motivated and eager to acquire new knowledge and skills.
- Critical thinking
 - Proficient in evaluating and identifying logical errors, ensuring high-quality solutions.
- Open-mindedness
 - Possess a receptive attitude. Value new ideas and perspectives.
- Adaptability
 - Quick to learn, thrive in fast paced and dynamic environments.

EDUCATION

Victoria University of Wellington |

Kelburn/Te Aro Campus, Wellington | 01.2022 - 01.2025

Bachelor of Industrial Design, Media Design in Design Innovation, Minor in Computer Science

Victoria University Tangiwai Scholarship, Dean's List for Academic Excellence, cumulative GPA (8.875/9).

St Patrick's College | NCEA Level(s) 1,2,3

Kilbirnie, Wellington | 01.2017 - 01.2021

Excellence Endorsement NCEA Levels 2,3

Bernald Posselt Prize in Design and Visual Communication

Gordon Harris Colour Rendering Prize

St Patrick's College Technology Prize for Outstanding Achievement

Excellence in: Design & Visual Communication – 2018, 2020, 2021, Technology – 2021, Physics - 2018, 2020

PROJECTS

Jump Quest 2D Platformer

Created and published a 2D Platformer in Java featuring immersive gameplay, dynamic gamstates, enemy AI, and unique levels created using PNG images.

Personal Portfolio Website

Designed and developed a personal portfolio website to showcase my projects and achievements. Built from the ground up covering the fundamentals of web development.

Event Planning Android App

Currently developing an event planning Android application. I am learning Kotlin and Flutter on Android studio, to design, develop, and publish.

INTERESTS

Playing chess (placed 1st in ChessPower regionals (Wellington)).

3D printing (I love modelling, creating, and problem solving with tangible objects).

Traveling (love snowboarding on the fresh snow on the mountains!).

Making coffee (constantly trying to perfect the coffee making process with my home espresso machine!).

Coding (love to design and create computer systems and applications to solve problems).