JOSEPH HODGES

software engineer

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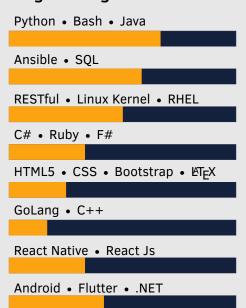


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Skills



Programming



Projects

Honours Project - Genetic Algorithms for Community Detection in Social Networks

LOveHeart - A Battle Royale approach to online dating utilizing mysql database, ASP.NET MVC, and flutter

Kaggle: Various Kaggle Data science and Machine Learning competitions

Software Engineer specialising in AI/ML and Full Stack Development with 2 years industry experience looking for next challenge. Motivated and eager to learn with experience at all stages of the software development lifecycle.

Education - BE (Hons) Software Engineering

Graduated 2022

Victoria University of Wellington First Class Honours

- AI and ML Techniques
- Software Design
- Network and Cloud Computing
- · Cybersecurity and Malware Analysis
- Full Stack Development
- Project Architecture

Awards

2019 Deans List for Academic Excellence 2021 Student Body Representative for Professional Engineering, Software Correctness, and Organisational Security

Volunteering

Engineering/Computer Science Faculty Outreach Programmme Pasifika Group Mentoring Programme

Experience



- Present

NZX Limited

Wellington | Full Time

Project

- Designed, Implemented and supported Automated Deployment scripts for applications and frameworks
- Developed CI/CD pipelines to ensure code quality organisation wide.
- Re-architect, Deployment and Maintenance of Tier One Legacy Systems across the organisation
- Database Migration and deployment
- Assisted in training and upskilling new graduates

Tools

- Postgres
- Job Schedulers

Software Devloper

- Vagrant
- Ansible
- Microservices
- GitHub CI / CD
- Linux
- Docker



Qontro

Oct 2021

Auckland | Part Time

Junior Developer

- Brought in at the start of the year to rebuild their helpdesk (migrating to a freshdesk system),
- Through personnel changes I became the defacto project manager and successfully saw this project through to handover.
- API scripts for automating various day to day processes
- · built internal CLI to call API scripts

Soft Skills

Fast learner Stress management Persistence Team player

Communication skills Seek out Feedback Love for challenge

Education

BEng (Hons) Majoring in Software Engineering – Victoria University of Wellington 2019 – 2022

GPA: A-: On track for First Class Honours

AIML, Evolutionary Computing and Data Science

Artificial Intelligence and Machine Learning has always held a special fascination for me, and I have thoroughly enjoyed being able to study it at one of the foremost research universities in the southern hemisphere. I have been exposed to a wide variety of tools and techniques from neural networks to evolutionary computing – with my focus settling predominantly on the latter. My research here has transcended my course work and I am always on the look out for ways to learn more and apply it, be that in my spare time or professionally.

One area of particular interest has been in improving the efficiency, readability, and comprehension of these problems which I have taken to all areas of my software development. Additionally I have heavily developed my capabilities in terms of data analysis, as well as feature extraction and manipulation. As a result i have developed a far stronger understanding of the python language and associated libraries, as well as providing exposure to Golang.

Cyber Security and Networking

Cyber Security has been a significant focus of my academic career, investigating both the offensive and defensive side of this field, which has allowed me hands on experience in decompiling and reverse engineering malware.

Through this I have developed a deeper understanding around the importance of secure programming and organizations, as well as the preventative and responsive measures. It has also led to a deeper understanding of the Windows and Linux ecosystems, and ensuring I am security conscious and proactive with regards to my online activity and development practices.

Software Development, Programming Languages, and Architecture

The Software Development process across all aspects of the SDLC has been the core component of my degree. This includes smaller software systems to gain familiarity with languages such as F, Ruby, and Rust, as well as medium and large projects to explore system architecture and correctness of safety critical systems – implementing these with a combination of languages with specific regard to their individual trade offs and relations.

Engineering and Professional Practice

The Engineering Component of my degree has been broad and encompassed Project Management as well as Academic research and professional projects with industry partners. Through this I have grown my collaboration, leadership, and communication skills, translating business requirements into user stories that can be actioned in an Agile environment, and then into a medium that can be communicated back to the business and others in the industry through reports and presentations.

Additionally I have enjoyed the opportunity to take a diverse group of projects from inception to delivery, such as game development, novel approaches to Evolutionary Computing, and tooling to be used for Cyber Security Analysis.

Other

Throughout my university career I have attempted to make the most of the many opportunities to learn that have been available.

I have extended my knowledge of networking and cloud computing to complement my work in Cyber Security, which has improved my familiarity with tools such as AWS to spin up and manage ec2 instances, as well as virtualization in general with a variety of Linux boxes from Ubuntu to Kali, as well as Windows.

I have also developed a basic understanding of creating and manipulating Computer Graphics in 2D and 3D space, writing simple programs in the Processing programming language. With this I have been able to reproduce a range of fundamental computer graphics algorithms as well as using vector and matrix representations to perform co-ordinate transformations. Fundamentally this has improved my understanding of Front End development and the implications that design choices have on the way we interpret what we see.

Outside the core curricula I particularly enjoyed a paper in Popular Psychology over the summer of my first year. This allowed me to apply the scientific method in order to quickly learn subject matter I am unfamiliar with, and then present back informed and critical opinions. This also helped me develop my critical thinking and communication skills through discussing my own ideas and providing feedback on the ideas of others. This course was also fully remote (before Covid!) which helped develop my skills for autonomous learning. I found all of these skills immensely helpful when completing group projects later, both in terms of the general exchange of ideas and dealing with remote work during the Covid pandemic, as well as the the modern hybrid in person and remote working culture.

Work Experience

Automation Engineering Intern (part time)

NZX Limited, Wellington | Nov 2021 - Date

Most of my work with NZX has been in the project planning and implementation of an automated regression test pack. This has predominantly meant working with python writing and testing methods to interact with an SQL database. Other responsibilities for this project have included setting up a GitHub actions runner on a Linux server (running red hat) to automatically run these tests, as well as debugging and patching test scripts to run in an automated environment.

I have also worked in the DevOps space, editing, testing, and deploying scripts across all servers from testing to production environments. Beyond simply becoming accustomed to building and configuring testing environments and virtual machines (such as vagrant), this has also rapidly improved my skills with scripting languages such as bash, as well as deployment tools like Argent, and job schedulers including cron and Argent.

This has also helped me build my ability to work in a team significantly, from basic communication skills involved in working on a project in a professional setting, to leadership skills in training new stuff later in my tenure. I have also been able to apply and grow my skills working in an Agile team in a more professional environment.

Junior Developer (part time)

QONTRO, Auckland | Feb 2021 - Nov 2021

Initially brought on at the start of 2021 to assist in the migration of their internal helpdesk system to one utilizing the Freshdesk Suite, my responsibilities included automating the migration of a knowledge base as well as automation for ticket creation and an internal API to interact with the system.

Through Personnel changes I became the de facto project manager, taking it from inception to hand over, reporting directly to the CEO. Through this I not only learnt about interfacing with Enterprise software, RESTful APIs, and python development but also enhanced my presentation and communication skills, frequently and swiftly bringing new project leads up to speed on development, as well as personally presenting the project to the wider company. This was my first introduction to professional project management and is where I learnt the pitfalls of software development as well as how to operate in a professional Agile environment with tools such as Jira and Confluence.

University of Wellington Outreach Program and Pasifika Mentor Programme

2020 - 2022

My responsibilities here were multi-faceted, from the mentorship of more junior computer science students to running a lunch time code club at the local school, as well as representing the Engineering Faculty at events around Wellington, such as Armageddon. It was here that I learnt the importance of being able to break down complicated concepts in a way that could be easily understood by someone with limited, if any, technical knowledge, while still being comprehensive. One thing I specifically enjoyed was encouraging the curiosity and abilities of those I worked with, and then watching them flourish.

Extra-Curricular and Projects

For my **Honours Project** I wrote a *Genetic Algorithm for Community Detection in Social Networks*, for which I used the sociological principle of social centres and edge density to improve the efficiency of community detection over large social networks. I expect for this work to soon be published and it has thoroughly enhanced my understanding of these concepts.

I have actively engaged in **Hackathons** from 2014 where, as part of the *Young innovators Delegation* to Stanford, we completed a 24 hour challenge which involved designing an app to promote sustainability and Environmental consciousness. More recently I entered into a *Maxis* hackathon where my team and I designed an early warning system for tsunamis based on satellite imagery, as well as to predict its path to provide safe evacuation paths and insight for first responders. I have also entered into some **Kaggle Competitions** to develop my data science and machine learning skills, such as the "*Titanic – Machine Learning from disaster*" competition for which I designed a regression algorithm to predict which traits of passengers were most helpful in their chances of survival, as well as one sponsored by my university which involved classifying the music genre of tracks based on unlabelled spotify data.

I have developed a number of **apps** such *Illumin8* to interface with smart lights; *Spotistats* to retrieve and display Spotify listening statistics; and *LOveHeart*, a dating app that would gamify dating in a round robin style tournament. These have been incredibly helpful in improving my skills with mobile development frameworks, database management, and personal project management – both in motivating myself and others in a team without externally imposed deadlines.

Away from the keyboard, I enjoy music and have been working with a group of friends to stage concerts around Wellington, as well as keeping fit at my local gym.