Jayden Hooper

jaydenkylehooper@gmail.com | (+64) 02108679143 | Wellington, New Zealand, 6021

EDUCATION

Victoria University of Wellington, School of Engineering and Computer Science — Wellington, NZ
Bachelor of Science — 2021 – 2023

- Majors: Computer Science and Data Science.
- Specialization in Artificial Intelligence.

PROJECTS

Chip's Challenge Remake — August 2022 – October 2022

- Collaborated in a team of six to create a remake of the Atari game Chip's Challenge in Java.
- Tasked with the Recorder module; records the series of actions to XML and replays the saved game.
- Applied SOLID design principles, UML and appropriate design patterns.

House Price Prediction — July 2022

- Predicted house prices using supervised machine learning models with good results.

Clustering in Song Data — October 2022

- Used natural language processing (NLP) and clustering algorithms to complete textual analysis.
- Applied principal component analysis (PCA) to reduce 160 features to six.

Chess Game — November 2022 - Present

- Building a chess game with multiple components; base game, extending to the web and mobile via JavaScript and React, building a database with SQL, integrating python for statistics reporting and neural networks from PyTorch and TensorFlow.

WORK EXPERIENCE

Victoria University of Wellington — Wellington, NZ
Computer Science Tutor — July 2022 – October 2022

- Taught the fundamentals of Python including NumPy, Pandas, Matplotlib and Scikit Learn.
- Collaborated with a team of tutors to provide rapid learning opportunities for students.
- Marked over 90 assignment submissions and invigilated the test.

Wellington Combined Taxis — Wellington, NZ
Vans Coordinator and Contact Centre Representative — September 2018 – July 2022

- Acted as the mediator between van drivers and customers booking taxis.
- Strategically coordinated van bookings to find time efficient solutions.

SKILLS

- **Programming Languages:** Java, Python, R, JavaScript, HTML, CSS, SQL, LaTeX, Markdown
- **Software Engineering:** Design Principles, Design Patterns, Property Based Testing, Git
- **Data Science:** Data Science Pipeline, Machine Learning (Supervised, Unsupervised, Deep Learning)
- **Miscellaneous:** Clouds (AWS, Azure), Linux CLI, Docker, Containers, Algorithms and Data Structures, UML, OOP, Data Serialization, Visualization, Statistics, Database Normalization, Excel

META-LEARNING AND TIME MANAGEMENT

iCanStudy Course — November 2021 - Present

- Consistently evaluating priorities, scheduling, goal setting, focus training, distraction removal, environment optimization, bad habit removal, habit building and critically reviewing my process.
- High quality encoding via inquiry-based learning, order control and importance-based chunking.
- Experienced in multiple interleaving and retrieval methods.