Jayden Hooper

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SKILLS	Proficient	Familiar
Programming Languages	Python, TypeScript, JavaScript, Java, PostgreSQL, MySQL, R, HTML.	C, C++, Bash, Simulink, MATLAB, Assembly, CSS.
Software Engineering	Agile, Design Principles and Patterns, Minikube, CI/CD (GitHub Actions), Concurrency, Parallelism.	Kubernetes, Azure Public Cloud, AWS, Microservice Architecture, Active Directory, Model Engineering.
Database Engineering	PostgreSQL, MySQL, Cost Optimisation, Normalization.	Relational Algebra.
Frameworks/ OS/Tools	Flask, Junit, Git, REST API, Linux, PowerShell, Ubuntu WSL, Docker.	React, Django, Prisma, Node.js, Nest.js.
Artificial Intelligence	Supervised Learning, built models from scratch; Neural Networks, Bayesian Networks, KNN.	Genetic Programming, Planning and Scheduling, Unsupervised Learning, Deep Learning.

EDUCATION

Victoria University of Wellington, School of Engineering and Computer Science   *Wellington, NZ*
Bachelor of Science   *2021-2023*
- Major in Computer Science, Minor in Data Science.
- Specialization in Artificial Intelligence.
- Awarded International Leadership Scholarship.

McMaster University   *Hamilton, CA*
Global Exchange   *September 2023 – December 2023*
- Exchanged to McMaster University in Canada for my final semester.

WORK EXPERIENCE `

Data Annotation   *Montréal, CA*
Software Engineer   *February 2024 - Present*
- Reviewing and comparing large language model (LLM) generated code in various languages.

Victoria University of Wellington
Software Development Teaching Assistant (COMP261, SWEN221)   *February 2023 – July 2023*
- Guided students to select, adapt and implement various algorithms and data structures.
- Taught computable and incomputable problems, graphing, searching and parsing algorithms.
- Assisted students with implementing, testing, and debugging object-oriented programs using all the facilities of the Java language, including exceptions, generics, assertions, and concurrency.

Wellington Combined Taxis   *Wellington, NZ*
Vans Coordinator, Taxi Dispatcher, and IT Support   *September 2018 – August 2023*
- Primary representative for disaster recovery testing regarding dispatching services to drivers.
- Resolved IT technician tickets within the call centre.
- Strategically coordinated van bookings and acted as the mediator between van drivers and customers.

Victoria University of Wellington   *Wellington, NZ*
Python Programming Teaching Assistant (COMP132)   *July 2022 – October 2022*
- Taught the fundamentals of Python, including NumPy, Pandas, Matplotlib and Scikit Learn.

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PROJECTS

Pacemaker   *10 September 2023 – 27 December 2023*
- Lead the development of the device controller monitor through coordinated meetings, agile approach, and GitHub issue tracking, demonstrating teamwork and organisational skills.
- Designed, implemented, and integrated the pacemaker database into Python, using various tools and design strategies, demonstrating critical thinking and strong problem-solving skills.
- Designed and implemented the GUI for the pacemaker using Python's Tkinter library.
- Implemented serial communication between Python and the pacemaker.

Virtual U – Hack to the Future, Hackathon   *26 May 2023 –27 May 2023*
- Personally fine-tuned OpenAI's gpt-3 Davinci model using Python and LangChain to create a multimodal, large language model (LLM) that sounds just like you!
- Filtered out personalised identifiable information (PII) and reshaped data for training/testing.

Chip's Challenge Remake   *August 2022 – October 2022*
- Collaborated with 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.

Canadian-Themed Memory Game   *January 2023*
- Used the React JavaScript library and HTML and CSS to build an interactive memory game with responsive animations on click, hosted using Azure static Web Apps.

INTERNATIONAL LEADERSHIP

Wellington International Leadership Program   *January 2023 – January 2024*
- Awarded a $1,000 scholarship for completing the Wellington International Leadership Program.
- Attended 17 seminars and five speaker events.
- Published reflections on events regarding various topics, including global leadership, global interdependence, intercultural communication, sustainability, non-governmental organisations (NGOs), climate change, gender, and many more.
- Learned French as part of the program to communicate with the locals in Quebec, Canada.
- Completing a Global Exchange to McMaster University as part of the program.

META-LEARNING AND TIME MANAGEMENT

iCanStudy Course   *November 2021 – Present*
- Consistently using high-quality learning systems, evaluating priorities, scheduling, goal setting, focus training, bad habit removal, habit building, and critically reviewing my process, improving my process-oriented mindset.

HOBBIES

- Enjoys building computers, programming, cooking creative low-budget meals, bouldering, socialising, maximising my efficiency, exploring unfamiliar cultures, and playing video games.