JOHN DAVID BRIONES
Auckland NZ | P: 0277242002 | jdbriones22@gmail.com | [Github](#)

SUMMARY

I am a Computer Science Graduate from the University of Auckland with experience as a Data Science Intern. I have experience in both backend and frontend web development using React JS, JavaScript, HTML, CSS, Tailwind and Python. I thrive in collaborative team environments and can work independently.

SKILLS

ReactJS | JavaScript | Typescript | NodeJS | C# | ASP.NET | Python | Tailwind | Material UI | MongoDB | SQL | Figma | Git | Jira

WORK EXPERIENCE

TAG I.T Technologies Limited (HALO Systems)   Auckland NZ
Data Science Intern   Nov 2022 – Apr 2023

HALO Systems builds agritech solutions using Machine Learning to build fully automated, command and control systems. My team from the Microsoft Student Accelerator Programme was given a greenfield project that detects faults in milk vats. We learned machine learning and used training data to detect to detect faults using time series data and generate a report that we send to the support team. This has resulted in a significant increase in efficiency for the support team.

- Built machine learning models in Python that detect milking events in milk vats across New Zealand.
- Delivered a detection system that detects faults in the vats.
- Product generated reports used by the HALO support team to increase efficiency in detecting faults within the vats.
- Technologies used: Python, SQL

UNIVERSITY PROJECTS

CodeLikePro (Capstone Course)

CodeLikePro (2022) is a website that allows novice programmers to create and solve programming questions created by the community. This project was for the capstone course, a course that encapsulates everything we have learned throughout our academic journey.

- Team Leader, Product Manager, UI/UX Designer and Front-end Developer for the Capstone course.
- Responsible for front-end development and UI/UX Design Used technologies such as ReactJS, Typescript, NodeJS, Mongo DB to develop the project and Figma to design it.
- The project won runner-up for the Excellence Award, given to the teams that produced the best quality capstone projects in the class.

Procrasti-Champ

Procrasti-Champ (2021) is a betting game that tracks watch-time and play-time on services such as Steam, YouTube, Instagram, Facebook and Twitter. The longest amount of time spent procrastinating determines how many points you win. Created over a 48 Hour Hackathon hosted by DEVS

- Created using ReactJS (Styled Components, Material UI), MERN Stack, Firebase, Version control using Git.
- Responsible for the Dashboard and Lobby Page.

Microsoft Student Accelerator Programme

Genshin Impact Character Search (2022). React Typescript App that uses a Genshin Impact API to get data from user input and displays the data to user.

- UI made with Material UI.
- Made for Microsoft Student Accelerator Programme phase two.

EDUCATION

UNIVERSITY OF AUCKLAND   Auckland, NZ
Bachelor of Science   Graduated May 2023

- Major in Computer Science
- Cumulative GPA: 7.2
- Recipient of the Capstone Excellence Award (Runner-up)

ACTIVITIES

UOAAMC J-MUSIC TEAM   Auckland, NZ
Leader   Jan 2023 – Present

- Organized weekly social events such as game nights, quizzes and elaborate story based events
- Organized production events where members that sign up participate in producing a piece of creative work (Song, Music Video or Art) over a time period.

ADDITIONAL

Hobbies: Music Production, Audio Mixing, Singing, Dance, Fashion, Art
Awards: Runner up for Computer Science Capstone Project Excellence Award

References available upon request.