

# JOSEPH KEELAGHER

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## EDUCATION

### The University of Melbourne

*Class of 2024*

(B.Sc.) Bachelor of Science in Computing & Software Systems

WAM/GPA : 75.3% (Second Class Honours)

Member of Computing and Information Systems Students Association (CISSA)

### Parkdale Secondary College

*Class of 2021*

ATAR - 94.30

## PERSONAL INTERESTS/HOBBIES

### Sports

12+ years of playing Soccer up to semi-professional U21 level, experience as team captain.

### Gym Training

3+ years of strength and endurance training at OSLO H&F Gym.

### Other

Intermediate French speaker learned over 9 years of secondary & tertiary education, performed as a guitarist in my secondary school band,

## WORK EXPERIENCE

### Mordialloc Sporting Club

February 2022 - Present

Gaming Attendant

Mordialloc, VIC

- Operated gaming machines, handled cash transactions, and ensured regulatory compliance while delivering excellent customer service in a fast-paced environment.

### Grasshopper Soccer

January 2019 - January 2024

Coach

Cheltenham, VIC

- Planned and led training sessions, managed team strategies during games, and mentored youths to develop skills, discipline, and teamwork.

## TECHNICAL STRENGTHS

### Programming Languages

C, Java, Python, HTML, CSS, JavaScript, Haskell, Prolog

### Software Design

Algorithms & Data Structures, Software Design Patterns

### Databases

MySQL, PostgreSQL

## PROJECT WORK

### Personal Website

HTML, CSS, JavaScript

[Website](#)

[GitHub](#)

- Implemented responsive design principles in CSS to ensure compatibility across various devices and screen sizes, providing a seamless user experience.

### IMDB Movie Rating Predictor

Python (Sci-Kit Learn, Pandas, Matplotlib), Machine Learning

[GitHub](#)

- Implemented multiple machine learning models (Linear Regression, Gradient Boosting, Random Forests) to predict IMDB movie ratings, achieving 75% accuracy.

### 'Tetress' AI Gameplay Agent

Python, Artificial Intelligence

[GitHub](#)

- Developed and implemented a Minimax adversarial game-playing agent with alpha-beta pruning, enhancing search efficiency and decision-making speed of agent which makes perfect gameplay decisions in a Tetris variation called 'Tetress'.