Joshua Hindley

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PERSONAL PROFILE

I am a software engineer with a passion for developing functional and high-quality software. I have a special interest in developing my skills in all areas of development including mobile development, front-end, back-end, and full-stack development. I especially enjoy the problem solving and creative aspects of programming and I love getting stuck into a problem and finding and implementing a logical and practical solution. I am familiar with the Agile development methodology and enjoy working in a team environment, but I am also self-motivated and can work alone. I am diligent and hardworking with a can-do attitude, always trying my best at whatever tasks come before me.

I have three core principles that I try to live by:

1. Honesty – Admitting when I need help and telling the full truth wherever possible;
2. Accountability – Owning up to, and attempting to learn from, my mistakes; and
3. Integrity – Being reasonable and open to new ideas and admitting when I am wrong.

I have completed my third year at Victoria University of Wellington studying towards a Bachelor of Engineering with Honours majoring in Software Engineering. At this point, I can graduate with a Bachelor of Science in Computer Science, or I can return to university to complete my honours year. I look forward to using and further developing the skills I have gained from my degree and beyond in the industry as well as gaining useful new skills.

ACADEMIC HISTORY

2018 to present
Bachelor of Engineering (Hons) in Software Engineering
Victoria University of Wellington

- I have met the requirements to graduate with a Bachelor of Science in Computer Science
- Dean's List 2018-2020
- A partial academic transcript can be found here

2017
Waikato University

- UniStart – COMP103 – A+

2014 to 2017
NCEA Levels 1 - 3
Bethlehem College, Tauranga

- NCEA Levels 1, 2 and 3 with Excellence
- Distinction in Computer Studies, Accounting, and Mathematics with Statistics (top of the class)

PROJECTS

Group Projects

- **Chip's Challenge** – Worked in a team of five to create a game like Chip's Challenge. This project was challenging due one team member not contributing to the project. Because of this, my other team members and I doubled our effort and managed to earn A-level grades. This project provided me with a useful learning opportunity on the dynamics and planning involved in working in a group project.
- **Autonomous Vehicle Challenge (AVC)** – Worked in a team of five to build and program an autonomous vehicle that followed a line and completed a maze. The autonomous vehicle was programmed in C++ with GitHub being used for version control and it successfully followed the line and reached the end of the maze.
- **Mission Control Software for Hobby Rocket Launches** – This project involved working in a team of six using agile development to plan, program and test mission control software for launching hobby rockets. The software is primarily programmed in Java and involves using APIs to access weather and map data. GitLab was used for version control and planning during development. The resulting program is open source and can be found [here](#).

Individual Projects

- **Income Calculator App** – For this project, I developed an income calculator app. There are two different versions of this app. The first version was developed in Ionic using a React framework and the second is currently being developed in React Native. The user enters their annual income and the app calculates their net income. The app uses Firebase for user authentication and data storage and allows the user to save and load calculations and send themselves an email containing the income calculator breakdown.

TECHNICAL SKILLS

Area	Tools	Skill Level	Relevant Experience
Languages	Java	Proficient	University / Small Personal Projects
	C/C++	Basic	University
	C#	Basic	Waikato University Paper
	VB.net	Basic	High School Projects
	TypeScript/CSS/HTML	Basic	University / Small Personal Projects
	SQL	Basic	Codecademy Courses
Testing	JUnit Test Cases	Proficient	University
AI/Machine Learning	Weka/sklearn/Keras	Basic	University
Project Management & Version Control	GitLab/GitHub/Git	Proficient	University / Personal Projects
	Agile	Proficient	University
	Maven	Basic	University

CERTIFICATES

Test Dome

- [Java](#)
- [Java Algorithms](#)
- [Numerical Reasoning](#)
- [Verbal Reasoning](#)
- [Logical Reasoning](#)

EMPLOYMENT HISTORY

November 2018 – February 2019
Shopfloor Assistant
The Warehouse Fraser Cove
- Strengthened my work ethic, time-management, problem-solving and communication skills, and the ability to accept and learn from criticism
- Worked individually and in a larger team to assist customers, fill shelves with stock and change and tidy displays

November 2016 – February 2018
Produce Assistant
New World Gate Pa
- Enhanced my eye for detail, time-management, and critical thinking skills
- Worked in a small team to assist customers and ensure the department was clean and the shelves were fully stocked and well presented

January 2016 – November 2016
Checkout Assistant
New World Gate Pa

- Improved my work ethic, communication, eye for detail and time-management skills
- Worked alone and with the checkout team to assist customers with packing and carrying bags, ensure the foyer was clean and hazard free, and return trolleys to the foyer

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REFERENCES

References can be provided upon request.