John R. Marquard

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I am a UNSW student studying Computer Engineering in my final year who would like to involve myself in challenging work and contribute to interesting real-world projects.

Experience

- Ran a small, local IT business in my suburb (2012 - 2014)
- Assistant Warehouse Manager at Freedom (December 2013 - June 2014)
- Technical Service Representative at Global Gossip (July 2014 - February 2015)
- Embedded Systems Engineer at BLUEsat, a UNSW Engineering society (2014 - 2015)
- Group Coordinator at Sydney's SMASH! Convention (2014 - 2016)
- Manager for the AnimeSydney bands (2015 - Present)
- Senior Sales Assistant at BWS (November 2015 - present)
- TA at Code Camp (Nov 2017 - present)

Projects

- **Mazerunner** - *Java*
    - Roguelike maze game (generated levels, 'infinite', AI entities)
    - Responsible for game engine, lighting, scrum management
- **Scrumptious** - *Javascript, Node.js, React, Firebase*
    - Scrum development management web application
    - Worked on UX, asynchronous programming, project management, NoSQL design

Skills

- Security analysis, reverse engineering, digital forensics, cryptography
- Software development, programming (C, Java, Javascript, Python), embedded, OS
- Time management, effective teamwork, strong communication, critical review
- Project management, administration, and logistics

Links

- GitHub: https://github.com/jrmarquard
- LinkedIn: https://www.linkedin.com/in/johnmarquard/

Education

Final year of Bachelor of Computer Engineering at UNSW.

About Myself

I am very keen to build and diversify my skills and experience. I am a quick learner, flexible and willing to adapt to different environments. I always enjoy new challenges and am willing to take on additional responsibilities.