Lachlan Pye

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Personal Statement

I am a determined, hard-working student with proven communication and collaboration skills from previous work at Sidekicker and in group development of software projects. Three years of studying Computer Science at Auckland University with an A- average has given me valuable IT skills and knowledge, as well as experience in developing software products as part of a group. I am self-motivated and able to adhere to strict deadlines.

Projects

Lead Programmer - Into the Dark video game
I worked as part of a team of 5 over a three month period to create Into the Dark, a 2D video game developed in Unity and coded in C#. My role as lead programmer was to write clean, documented code for central game mechanics and coordinate with other team members to integrate their code into the project, as well as manage the Github repository and version control. We have launched the game on GameJolt to relative success, with 1.5k+ views and 100+ downloads.

Project page link: https://gamejolt.com/games/intothedark/551446

Work History

Outlet Assistant - Spark Arena - March 2018 to present
Casual part time position where I assist in running a food/drink selling outlet at Spark Arena events. Duties include setting up the outlet and cash tills, serving customers, handling cash, and instructing new workers.

Sidekicker - AUT, Speedway, iTicket, Event Impressions - March 2018 to present
Casual part time position where I work with various companies across Auckland for a variety of events. Duties include catering at events, selling and scanning tickets, working as part of a team and assisting in setting up and packing down events.

Education

BsC at the University of Auckland
- Recently finished a Computer Science major
- A- average achieved across a three year period

Technical Skills

Experience with a variety of programming languages
I have gained valuable experience in C#, Java and Python over the course of my Computer Science degree, being involved in projects and completing assigned software projects to a high standard. I have also learned best coding practices and implemented these practices in my work on Into The Dark.

Experience with version control systems
I have experience in using version control systems such as Git over the course of my degree, and also practical experience with Github in a real life project while working on Into The Dark.

Familiarity with database design and development
I have familiarity in database design gained throughout my university degree, using MySQL to create databases that follow best practices and also created software systems in Python that interact with these databases using SQL language.

Personal Skills

Communication skills
Able to communicate effectively in a group working environment, shown by work at Sidekicker and in software development projects.

Leadership
Able to effectively manage a small team and coordinate for the best outcome in a group environment.

Flexible
Understanding of last-minute changes and able to support changing environments and situations, due to the flexible course load of university studies and Sidekicker work.

Strong work ethic
Able to prioritise important aspects of my life and follow through on them, allowing me to maintain a high GPA at university while also working with Sidekicker and investing time into personal programming projects for university.

References
Available on request.