

Lachlan Dee

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Education

The University of Melbourne

Melbourne, Australia

MASTER OF ENGINEERING (SOFTWARE)

Feb. 2016 - Dec. 2017

- Current WAM of 81.33

BACHELOR OF SCIENCE (COMPUTING AND SOFTWARE SYSTEMS)

Feb. 2013 - Dec. 2015

- Graduated with Second Class Honours A, in major WAM: 79.80

Experience

The University of Melbourne

Melbourne, Australia

COMPUTER SCIENCE TUTOR AND DEMONSTRATOR

Jul. 2016 - Present

- Conduct weekly classes for groups of 20 students for introductory computer science course, Foundations of Computing.
- Teach python programming and core computer science topics such as fundamental data structures and programming abstraction.
- Other duties include marking assessments and conducting online help sessions for struggling students.

Modano

Melbourne, Australia

STUDENT SOFTWARE ENGINEER

Dec. 2015 - Mar. 2016

- Automated user diagnostics in .NET application, improving customer feedback abilities.
- Contributed to command line tool (Clojure) to monitor AWS infrastructure; developed javascript application that used tool to display information for team.
- Improved Jenkins environment to allow for simpler product deployment.

Select Projects

Asset Management System

RUBY ON RAILS

Jun. 2016 - Nov. 2016

- Developed responsive Rails application for Ronald McDonald House Charities, Parkville Chapter.
- Key features include item tracking, QR identification, issue management and user access control.
- Acted as project manager for the duration of project and development lead during key sprint.

Public Transport Victoria Command Line Interface

PYTHON

Jan. 2017 - Present

- Developed simple tool to allow fast and intuitive access to Victorian Public Transport information from the command line.
- Allow users to write custom commands to tailor information provided to their needs.

Snapchat Clone

REACT NATIVE

Jun. 2016 - Nov. 2016

- Implemented Snapchat-like application, with features including sending pictures, adding friends, creating stories.
- Developed in React Native for iOS, used Firebase as backend to store application data.

Languages and Technologies (IN ORDER OF PROFICIENCY)

Languages Java, Python, Ruby, C, C++, Clojure, .NET, C#, Javascript, Swift, Haskell, Prolog, Ada

Platforms/Libraries Ruby on Rails, React, jQuery

Databases/Tools Git, MySQL, Jenkins

Extracurricular Activities

Computing and Information Systems Student Association (CISSA)

Melbourne, Australia

VICE PRESIDENT

Oct. 2015 - Present

- Plan and execute major events, manage industry sponsors and represent student body in relations with faculty.
- Currently serving second term - During this period, club has seen 88% increase in active members and grown sponsorship value by an annual average of over \$9000.

Spark Engineering Camp

Melbourne, Australia

MENTOR, COMMITTEE SECRETARY

May 2015 - Oct. 2016

- Aided in planning and execution of week long camp, both in 2015 and 2016.
- Ran engineering and personal development activities for group of 50 students.