

JAMES LA

SOFTWARE DEVELOPER

CONTACT

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- Wellington, New Zealand

SOCIALS

- linkedin.com/in/james-la-36565828b
- github.com/localbusdriver

SKILLS

- Communication
- Decision Making
- Time Management
- Problem Solving
- Leadership
- Adaptability

TECHNICAL SKILLS

Backend

- Python
- Java
- C++
- OpenCV
- Pytorch
- Sklearn
- Tensor Flow
- Flask
- Node.js
- Express

Frontend

- Javascript
- HTML/CSS
- React
- Bootstrap

Other

- Unreal Engine 5
- Blender

LANGUAGES

- English
- Korean

PERSONAL STATEMENT

I am a fresh graduate of Victoria University of Wellington with a **Bachelor of Science in Computer Science** who works efficiently in fast-paced environments. Dedicated to constantly learning new skills and tools and improving myself to respond to the changing needs of the tech industry. Well-versed in technology and writing code to create software and web applications that are reliable and user-friendly. A **Competent team player** with strong communication skills and adaptability, I efficiently work in a team and concisely track issues and changes. Overall, a meticulous software engineer and strong problem-solver with a driven mindset, focused on **meeting the needs of a team or company**.

PROJECTS

RESTful Web Application

VUW - NWEN304 - Group (2 People)

In this group project, I was tasked with **creating, deploying and testing** a Web Application, with my partner, using web application frameworks and middleware technologies.

Using HTML/CSS/JavaScript and frameworks such as Express.js, we created a website and hosted it on Google Cloud. We were required to implement advanced technologies for developing **RESTful Web Applications**, including MVC, distributed authentication and authorization, secure data communication, web caching and content replication. At the end, we were required to present the application with a demo and a presentation.

CNN Image Classification

VUW - COMP309 - Individual

Given a dataset of 4,500 images, split into three classes, I was required to create a **Deep Convolutional Neural Network** for Image Classification using Python and Python libraries like Pytorch and Sklearn.

The aim of this project was to evaluate CNNs through the lens of a challenging image classification task by proficiently utilizing available data for model training and hyperparameter tuning, implementing CNNs, applying these pre-trained models to classify unseen test data, and exploring the nuances of different loss functions and optimization techniques tailored for training CNNs. In doing so, I acquired knowledge and expertise in employing various techniques to boost performance on CNNs.

Space Hunters

VUW - CGRA252 - Group (5 People)

As a group, we created a 3D game using **Unreal Engine 5**. Using free assets online, we developed "Space Hunters", a 3D Platformer where the goal of the game was to traverse the map and reach the end, where there would be a boss that the player was required to eliminate.

My role, in this project, was to create the final boss. Here I created a non-player character that would shoot projectiles at the player while tracking him. I also implemented boss stages using enumerators and a health system that was made from scratch.

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WORK EXPERIENCE

Cityfitness Receptionist

CityFitness 06/2023 - Present

- Processing payments and maintaining accurate records.
- Greeting and checking in members and guests.
- Answering phone inquiries and providing customer service.
- Maintaining a clean and organized reception area.
- Assisting with the maintenance of gym equipment.
- Troubleshooting and resolving customer complaints and issues.

Kitchen Assistant

Kazu Yakitori and Sake Bar 04/2021 - 06/2022

- Often cooking in high intensity environments.
- Preparing meal ingredients to cook, which includes washing, peeling, cutting, and slicing ingredients.
- Maintaining health and safety procedures by ensuring the cleanliness of the kitchen.
- Often assisting front of hall staff as required.
- Maintaining organized and sanitary working environments.
- Ensuring orders are being served within thirty minutes of receiving the order.

EDUCATION

Victoria University of Wellington (VUW)

Bachelor of Science in Computer Science 2021 - 2024 | Expected (June 2024)

Notable Courses:

- **COMP307** - Introduction to Artificial Neural Networks
 - Developed Machine Learning models from **KNN** to **Deep Neural Networks** using Python without libraries like Scikit-Learn.
- **COMP309** - Machine Learning Tools/Techniques
 - Preprocessed data to **train** and **test** Machine Learning models such as the K-Nearest Neighbour classifier to Convolutional Neural Networks for Image Classification using Python and Scikit-Learn.
- **NWEN304** - Advanced Network Applications
 - Developed a secure, scalable and reliable **RESTful Web Application** by using frameworks, MVC, distributed authentication and authorization to **build, deploy** and **test** web applications on a cloud computing infrastructure.
- **CGRA352** - Image-based Graphics
 - Manipulating images through techniques from, **filtering based image processing**, to **feature matching and image warping**.
 - Expected June 2024

Wellington Boys College

NCEA Level 1, NCEA Level 2, NCEA Level 3 2015 - 2020

REFERENCES

Available upon request