

Marian Derias

marianderias@gmail.com

0430927893



Key Information

- Skilled in Python, C++, Java, Javascript, HTML, CSS, Gradle, Processing, and React.
- Studying Computer Science at USYD
 - Object-Oriented Programing (87)
 - Data Structures and Algorithms (76)
 - Understanding Web Skeletons and Skins (93)
- Studied Education for 1.5 years at the University of Notre Dame

Education

Bachelor of Science (Computer Science and Software Development Majors)

from University of Sydney
From 2021-2023

Bachelor of Education from University of Notre Dame

From 2020-2021

HSC

from St. Mark's Coptic Orthodox College
Graduated 2019

Summary

I'm a highly motivated and detail-oriented individual with a strong dual background in programming and in collaboration. I'm proficient in multiple programming languages, including Python and Java, and I have experience with data structures, design patterns, and agile development to deliver a high-quality product. Further, my experience in teaching has given me a strong set of soft skills in communication and problem-solving.

Career history

Robotics Coach at Loreto Kirribilli School

April 2022 – now

Coaching students through making robotics projects, which includes robot movement automation in C++.

Casual Tutor at Alchemy Tuition and Private Tutor

February 2020 – Dec 2021

Applied tutoring online and in-person, making my own resources and innovating with online technology to help students from year 5 to year 12 learn for themselves.

Extracurricular

Tech Events Coordinator at Sydney Computing Society (SYNCS)

November 2022- now

Leading people in organising events for the society. Liaising with academics and teammates.

Sub-committee member at Sydney Computing Society

February 2022- November 2022

Hosted and organised events for the society.

Trainee at Computer Science and Engineering Society (CSESOC)

February 2022- November 2022

Learned to make a website while working in a team.

Projects – on Github 'Dermar'

Pool- Java, Gradle

Single-player pool game with collision physics and unique 'cheating' mechanics.

Stardew Animation- Java, Processing

Game-animation hybrid based on Stardew Valley.

Collaborative Vending Machine- Java, Gradle

Text-interface 'vending machine' with complex frontend made through Github.

Asteroids- Python, Pygame

Simple asteroids game with player bot.

First Website- HTML, CSS

'Potion selling' website made with only HTML and CSS.

Lawnlayer- Java, Gradle

Gradle game with collision physics and level structure.

Personal Website- HTML, CSS, Javascript, React: <http://marianderias.github.io/website>