

Marian Derias

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Summary

I'm a highly detail-oriented individual with a strong dual background in programming and collaboration. I'm proficient in multiple programming languages, including Python and Java, and I have experience to deliver a high-quality product. I'm currently working at MongoDB as a software developer on the MongoDB migrator team, having implemented the migration of timescale databases to MongoDB timescale databases as an intern.

Languages and frameworks: Python, Java, C, Javascript, HTML, CSS, Gradle, React.

Career History

Software Developer at MongoDB

August 2024 – now

- Working in a small, agile team to continuously add new features and fix bugs of MongoDB migrator.

Software Development Intern at MongoDB

December 2023 – February 2024

- Worked in an existing codebase with React, JavaScript, Vanilla Extract, Gradle, and Java to implement end-to-end functionality to migrate non-relational timescale databases to MongoDB timescale databases.
- Made presentations to MongoDB staff and stakeholders, collaborating with the team

Robotics Coach at Loreto Kirribilli School

April 2022 – July 2024

- Coaching students through making robotics projects, which includes robot movement automation in C++ and block code.
- Describing and setting goals for 2 classes of 35 and 12 students, and working in a team to plan and execute outcomes.
- Demonstrating flexible learning by learning and applying mechanics concepts to make robots move, pick up, intake, and shoot.

Projects on [Github](#) 'Dermar'

Collaborative Vending Machine- Java, Gradle

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

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.

Lawnlayer- Java, Gradle

Gradle game with collision physics and level structure.

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

Extracurricular

Diversity Representative at Sydney Computing Society (SYNCS)

November 2023- March 2024

- Developed and FAQ system to help people ask any sensitive questions in an anonymous forum.
- Helped to organise an inter-university International Women's Day panel with 100 attendees.
- Implemented a diversity night initiative to include more intersectional groups in the society with a 50 person attendance and a 20% retention rate.

Tech Events Coordinator at Sydney Computing Society (SYNCS)

November 2022- November 2023

- Co-leading 4 people in organising bi-weekly events.
- Liaising with academics and teammates to deliver academics tech talks and programming competitions, spearheading a beginners' programming competition attended by ~100 people with a 4.8/5 satisfaction rating.

Sub-committee member at Sydney Computing Society

February 2022- November 2022

- Organised 10+ events with direction from my team leads.
- Led events such as a Java crash course and conferred with academics and students during other events.
- Demonstrated flexible learning in organising 3 meals of catering for 100+ people each.

Trainee at Computer Science and Engineering Society (CSESOC)

February 2022- November 2022

- Learned React through online tutorials.
- Created new website ideas and designs with team from scratch.