

Kelly Stewart

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👤 Casual tutor at the University of Sydney and Diversity Representative Executive of Sydney University IT Society

🎓 Second year in Bachelor of Computer Science at the University of Sydney

🎓 Cert III in Information and Digital Technologies

Python, HTML, CSS, Java, SQL, Common Lisp, </> Emacs Lisp, Lua, C, C#, Git, LOVE, Photoshop, Unity, Flask

Work History

Competition Tutor

Casual
GrokLearning
March 2017

- 4 weeks of online tutoring for Web.Comp
- High school aged students
- Answered questions and helped students with HTML and CSS problems

ENGG1805 Tutor

Casual
University of Sydney
Semester 1 2017

- Professional Engineering and IT
- 3 two-hour labs per week
- Tutored students on the use of tools such as Git and Eclipse
- Taught good testing practices through JUnit
- Marked students' final Java projects, developed over several weeks of work in teams

INFO1105 Tutor

Casual
University of Sydney
Semester 2 2017

- Data Structures
- 2 two-hour labs per week
- Introduced students to data structures and big-O analysis
- Helped students with Java assignments and implementing data structures
- Marked assignments and exams

Volunteer History

National Computer Science School Camp

January 2017 - Web tutor

- Ten-day intensive computer science school for students years 10 - 12
- Worked with a team of 6 tutors to manage a classroom of 17 students
- Provided support with developing a web application with Tornado, including Python, SQL and web design

Girl's Programming Network

May 2017 - Stream coordinator

- Tutored a classroom of year 5 - 8 students
- Helped create content for workbooks and computerless computing games
- Provided advice and support to students learning Python

Sydney University IT Society

2017 Diversity Representative Executive

- Helped organize a Diversity in Tech panel in collaboration with USU as part of Verge Festival
- Helped with weekly events
- Provided newsletter content for diversity-related tech events in Sydney

Events

Global Game Jam

2017

- Worked with a team of 7 to create a game in 48 hours
- Learned Unity and C# on the spot during the game jam
- Became main programmer halfway through the jam
- Received an Honorable Mention jammy award

UniHack

2017

- Worked with a team of 4 to create a software project over 24 hours
- Used machine learning libraries to create recommendation software
- Received awards for best teamwork and algorithms