Melbourne, Australia
https://naughtona.github.io

Andrew Naughton

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EDUCATION

University of Melbourne, Parkville, Victoria, WAM: 86.25, First Class Honours — Target Graduation 2020

Graduate Diploma in Computer Science

- Placed top 2% in Programming and Software Development COMP90041 with a final mark of 96

- Achieved marks of 88, 86, and 84 in Artificial Intelligence COMP30024, Algorithms and Data Structures COMP20003, and Database Systems INFO20003

University of Melbourne, Parkville, Victoria, Grade: Second Class Honours — Graduated 2019

Bachelor of Commerce, majored in Finance and Accounting, with breadths taken in Computer Science

EXTRACURRICULAR

Computing and Information Systems Students Association (CISSA), Education Subcommittee — Mar 2020 -

University Network for Investing and Trading (UNIT), General Committee — Mar 2020 -

Beaumaris Lawn Tennis Club, Pennant Team Captain — Aug 2017 -

UniJam, Game Development Hackathon, Preliminary Judge — Jul 2020 – Aug 2020

Innovation Sprint Case Competition, Campus Heats, Judge — Mar 2020 – Apr 2020

EXPERIENCE

Brighton Grammar School, Junior Data Analyst, Brighton, Victoria — Feb 2020 -

- Data, software, and systems related project work

- Application based support to students, parents, academic staff, and professional support staff

- Technologies leveraged: SQL, Power BI, R

KPMG Australia, Consultant, Docklands, Victoria — Mar 2019 – Nov 2019

- Working on a part-time basis within the Global Transfer Pricing Services team as a consultant, while completing my Bachelor of Commerce full-time

- Assisting multinational enterprises with tax planning and Country-by-Country reporting compliance

KPMG Australia, Summer Vacationer, Docklands, Victoria — Nov 2018 – Feb 2019

- Working on a full-time basis within the Global Transfer Pricing Services team as a summer vacationer

- Was fortunate enough to be asked to stay on in a part-time consultant role as well as be offered a 2020 graduate consultant role in the same team

PROJECTS

- Implementation of Dijkstra's algorithm in the maze arcade game Pac-Man. Tools: C, Makefiles, and Linux

- Created a dictionary for New York City Taxi Data, where underlying data structure is BST, facilitating efficient look-up. Tools: C, Makefiles, and Linux

- Created an auto-trading bot that identifies statistical arbitrage opportunities in Private and Public Markets as they arise in real-time. Deployed in a simulated environment via Flexemarkets. Tools: OOP Python, API, and Linux

SKILLS

Software: Python, C, Java, C++, C#, SQL, JavaScript