ANDREW NAUGHTON

naughtona111@gmail.com | github.com/naughtona | linkedin.com/in/naughtona
0435-577-701 | Melbourne, Australia | Australian Citizen

EDUCATION

UNIVERSITY OF MELBOURNE   Melbourne, Australia

Master of Computer Science   Feb 2021 – Dec 2022

Honours: Melbourne School of Engineering Foundation Scholarship

Graduate Diploma in Computer Science   Feb 2020 – Dec 2020

Honours: 84.75 WAM (First Class Honours), Top 2% in Programming and Software Development cohort

Selected Courses: Introduction to Machine Learning, Declarative Programming, Artificial Intelligence, Algorithms and Data Structures, Programming and Software Development, Graphics and Interaction, Database Systems

Bachelor of Commerce   Feb 2017 – Dec 2019

Primary Major: Finance, *Secondary Major:* Accounting

Selected Courses: Algorithmic Trading, Investments, Derivative Securities, Quantitative Methods II, Principles of Finance, Corporate Law, Taxation Law I

EXTRACURRICULAR

Computing and Information Systems Student Association, Education Subcommittee   Mar 2020 – Mar 2021

University Network for Investing and Trading, General Committee   Mar 2020 – Mar 2021

UniJam – Game Development Hackathon, Development Team   Jul 2020 – Aug 2020

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

WORK EXPERIENCE

UNIVERSITY OF MELBOURNE   Melbourne, Australia

Academic Tutor, School of Computing and Information Systems   Feb 2021 – Present

- Teaching Foundations of Computing [Python, undergraduate] and Programming and Software Development [Java, postgraduate]
- Managing four weekly workshops, each with 25 students, and associated marking

BRIGHTON GRAMMAR SCHOOL   Melbourne, Australia

Junior Data Analyst, Management Information Systems   Feb 2020 – Present

Selected Projects: Pre-process and clean raw survey data from Survey Monkey for visualisation and analysis in IPython Notebook; Write scripts to gather data to respond to 2020 Census queries

- Data, software, and systems related project work (SQL Server Management Studio, Python, MS Excel, Power BI)
- Application based support to students, parents, professional support and academic staff

KPMG AUSTRALIA   Melbourne, Australia

Consultant, Global Transfer Pricing Services   Mar 2019 – Nov 2019

- Working part-time while studying full-time
- Assisting multinational enterprises with tax planning and Country-by-Country reporting compliance
- Tools used: Bloomberg Terminal, MS Excel, MS PowerPoint

Summer Vacationer, Global Transfer Pricing Services   Nov 2018 – Feb 2019

- Working 12-weeks full-time during summer break
- Was fortunate enough to be offered a 2020 Graduate Consultant role in same team as well as to stay on in a part-time Consultant role while I finish my studies

TECHNICAL PROJECTS

- Implemented and evaluated various Machine Learning models with scikit-learn for Kaggle Competition in Music Genre Classification (MGC). [Python]
- Built a program that generates random Sudoku puzzles with unique solutions, using AC-3 and backtracking as the solver algorithms. [C++]
- Developed two game-playing agents, as well as functionality for a human user, that play a novel 8x8 board game, called Expendibots. [Python]
- Built a game engine that facilitates game play of two variants of NIM. [Java]

SKILLS

Languages   Fluent: Python, C, Java | Intermediate: C++, Haskell, Prolog, SQL, C#, bash | Basic: Javascript, HTML, CSS

Tools   Unix, Unity3D, Numpy, Pandas, Matplotlib, Scikit-learn, NLTK, Git, Github Desktop, MS Excel