

# ANDREW NAUGHTON

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

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## 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 – Present

**University Network for Investing and Trading**, General Committee

Mar 2020 – Present

**UniJam – Game Development Hackathon**, Development Team

Jul 2020 – Aug 2020

**Innovation Sprint Case Competition**, Campus Heats Judge

Mar 2020 – Apr 2020

## WORK EXPERIENCE

### 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

### STUDENT VIP

Remote

**Private Tutor**, Computer Science

Aug 2020 – Present

Tutoring and mentoring students in basic programming (Python and C) online via Discord

*Subjects:* Foundations of Computing, Algorithms & Data Structures, Declarative Programming, Programming & S'ware Development

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

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