

## 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, 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, Development Team

Jul 2020 – Aug 2020

Innovation Sprint Case Competition, Campus Heats, Judge

Mar 2020 – Apr 2020

## EXPERIENCE

**StudentVIP, Tutor**, Remote

Aug 2020 -

- Tutoring tertiary-level Computer Science to university students online
- Subjects tutored:-
  - \* Foundations of Computing COMP10001
  - \* Algorithms and Data Structures COMP20003

**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 part-time within the Global Transfer Pricing Services team while studying full-time
- Assisting multinational enterprises with tax planning and Country-by-Country reporting compliance
- Technologies leveraged: MS Office, Bloomberg Terminal

**KPMG Australia, Summer Vacationer**, Docklands, Victoria

Nov 2018 – Feb 2019

- Working full-time within the Global Transfer Pricing Services team while on summer break
- 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

- Built a program that generates random Sudoku puzzles that have unique solutions, using AC-3 and Backtracking as the solver algorithms. *Tools: C++, Makefile, and Linux*. Link to repository [here](#).
- Developed two game-playing agents, as well as functionality for a human user, that play a novel 8x8 board game, called Expendibots. *Tools: Python and Linux*. Link to repository [here](#).
- Created a dictionary for New York City Taxi Data, where underlying data structure is BST, facilitating efficient look-up (dependent on search key). *Tools: C, Makefile, and Linux*. Link to repository [here](#).
- Built a game engine that facilitates game play of two variants of NIM. *Tools: Java and Linux*. Link to repository [here](#).

## SKILLS

Software: *Experienced:* Python, C, C++, Java, C#, Prolog, SQL, CSS, HTML      *Familiar:* JavaScript, Haskell, R