

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, 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 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, Prolog, SQL, CSS, HTML *Familiar:* C#, JavaScript, Haskell, R