ANDREW NAUGHTON

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0435-577-701 | Melbourne, Australia | Australian Citizen

EDUCATION

University of Melbourne	Melbourne, Australia
Master of Computer Science	Feb 2021 – Dec 2022

Honours: 82.00 WAM (H1), Melbourne School of Engineering Foundation Scholarship, Melbourne Global Scholars Award

Graduate Diploma in Computer Science	Feb 2020 – Dec 2020

Honours: 84.75 WAM (H1), Top 2% in Programming and Software Development

Bachelor of Commerce (majors: Finance and Accounting)	Feb 2017 – Dec 2019

EXTRACURRICULAR

Computing and Information Systems Student Association, Education Subcommittee	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
Tutor, School of Computing and Information Systems	Feb 2021 – Present

- Foundations of Computing [Python, undergrad] and Programming and Software Development [Java, master's]
- Managing four weekly tutorials, each with approx. 25 students, and associated marking

Brighton Grammar School	Melbourne, Australia
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 Python; Write SQL scripts to gather data in preparation for 2020 Census

- 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
- Offered a 2020 Graduate role in same team as well as to stay on in a part-time Consultant role while I finish my studies

PROJECTS

- Created a distributed shared whiteboard application, in which communication between a client and server is via Remote Method Invocation (RMI). [Java]
- Built a program that generates random Sudoku puzzles with unique solutions, using AC-3 and backtracking as the solver algorithms. [C++]
- Implemented and evaluated various Machine Learning models with scikit-learn for Kaggle Competition in Music Genre Classification (MGC). [Python]
- Developed and evaluated a simple, original 3D platformer game built in Unity, titled Beat The Heat. [C#, Shaderlab]

SKILLS

Languages	Fluent: Python, C, Java	Intermediate: React, Kotlin, C++, Haskell, Prolog, SQL, C#, bash
Tools	Git, Github, Unix, Unity3D, Numpy, Pandas, Matplotlib, Scikit-learn, NLTK, Latex