Adelaide, South Australia

LinkedIn: Jameson Gormley

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Summary:

Third-Year Computer Science student interested in Artificial Intelligence, Cyber Security, Data Science, and Mandarin Chinese. Educated in Object Oriented Programming, Data Structures, Algorithms, and Computer Systems. In addition to personal projects, motivated to further develop technical and industry skills through an internship experience.

Education:

University Senior College Graduate (96.85 Selection Rank)

2020-2021

University of Adelaide

2022-Present

Languages: Python

Languages: C++

- Bachelor of Computer Science: Artificial Intelligence Major (5.56 GPA)
- Diploma of Languages: Mandarin Studies

Microsoft Certified in Security, Compliance, and Identity Fundamentals SC-900

Full List of Projects: https://github.com/omajy

Exploratory Data Analysis Project

Sourced a student dataset from Kaggle and used Pandas to pre-process and understand the data. The dataset contained the fields name, nationality, city, age, and grades in English, maths, science, and language. I analysed the top-performing demographics in each subject and explored the correlations between these factors and academic performance and visualised the findings using Matplotlib and Seaborn. Using scikit-learn, trained a Random Forest Regressor to predict certain grades based on an input of demographic data, and assessed its performance and the limitations of the dataset.

Breadth First Search Maze Solver

Developed a maze solver which implements a breadth-first search (BFS) algorithm. The program first identifies the starting and ending coordinates, then uses the BFS to explore the maze, marking valid paths while avoiding obstacles. It tracks visited nodes and reconstructs the shortest path once the end is reached, displaying the maze with the path highlighted. Key functions include printMaze for visualisation, isValidStep for step validation, and bfs for the core search algorithm. This project demonstrates understanding in pathfinding algorithms, data structures, and problem-solving techniques in C++.

Community Involvement & Work Experience:

University of South Australia Neurological Health Sciences Work Experience

2019

42 Coding School Successful Piscine Graduate (Adelaide Campus)

2021

I completed the 42 Piscine, a peer-driven program focused on developing core programming skills and problem-solving techniques. Over the month, I undertook challenges in UNIX shell scripting and C programming, using VIM as my primary editor. The experience equipped me with a solid foundation in low-level programming and the command-line environment.

Bunnings (Prospect) 2021-Present

Languages:

Experience in Python, C, C++, SQL, HTML, CSS, JavaScript

Native English Speaker | Intermediate Level Mandarin