

## PROFILE

A recent Design Computing graduate from the University of Sydney. Possesses a strong interest in the new technologies reshaping design, living and sustainability. Seeking to gain commercial exposure and ultimately contribute to positive change.

## EDUCATION

**University of Sydney** – Bachelor of Design Computing, 2018-2021

Human Interface Design; Web Development; Information Visualisation

**Technical University of Denmark** – Semester Exchange, 2020

Personal Data Interaction; Adv. Interaction Design; iOS Development

## SKILLS

**JavaScript**



**Adobe XD**



**Python**



**Swift**



## ACHIEVEMENTS

**Dean's List of Excellence in Academic Performance**, University of Sydney – 2020

Awarded to high-achieving students, recognising their outstanding performance.

**Design Project Finalist**, SHAPE Exhibition; Sydney – 2017

*Stormwater Litter Trap* chosen for the SHAPE exhibition at the Powerhouse Museum.

**Plan Your Own Enterprise Finalist**, CPA Australia; Sydney – 2016

Created and presented a business plan for a fictional boutique resort.

## EXPERIENCE

**Lead Tutor**, Cluey Learning; Sydney – 2018-Present

Tutoring English and Maths to secondary students over an online learning platform. Also involved in reviewing the performance of other tutors.

**Workshop Coordinator**, CodeSpace – 2018

Ran holiday coding workshops for primary students. Teaching command line tools through modding relevant video games (e.g Minecraft).

## COMMUNITY

### INVOLVEMENT

**Worker**, Clean 4 Shore – 2013-Present

Regular volunteer on field trips to remove litter from the coastal foreshores of the Central Coast, NSW, Australia. Assisted with redesigning the organisation's vehicle branding.

**Teacher**, The Island Foundation – 2012-Present

Teaching Literacy and Numeracy to students in Bintan, Indonesia.