Jayden Brian Barnes

CONTACT INFORMATION	Computer Scientist 8 Wattle Crescent. Tea Tree Gully, Adelaide. Australia, SA, Adelaide	Phone: (+61) 040497990 E-mail: a1668631@adelaide.edu.au

INTERESTS   Machine Learning, GUI Design, Image Manipulation Techniques

EDUCATION   **University Of Adelaide**, Adelaide, SA. Australia   March 2014 – present
Computer Science (Advanced)   (GPA 5.75/7)

PERSONAL ACHIEVEMENTS
Recommended for Partner's Pathway for Computer Science (Advanced)
Asked by Lecturer to do Summer Research Scholarship
Been suggested Honours Research by two different Lecturers at my school.

TECHNICAL SKILLS
Programming Languages: C, C++,Java, Python, Matlab, Visual Basic, SQL, HTML, CSS, XML, Shell Scripting
Operating Systems: Windows, Linux
Tools: Intellij, VIM, GDB, Latex, Subversion, GIT, OpenCv, Java Swing
Database Tools: MySql

PROFESSIONAL EXPERIENCE
University Of Adelaide, Adelaide, SA. Australia.   July 2015 – Present
CDIT Developer
Understanding the Evolution and Diversity of Form and Function in Crustaceans

Analysis and Implementation of a suitable generation algorithm (Genetic Algorithm), Handling large data sets, different fitness functions and variable number of body part information. Design and implementation of the F2Explore prototype GUI (Java Swing), to show change in species and individuals during runtime, and further analysis after. Interprets output data from genetic algorithm.

Tutor   July 2015 – Present

Undergoing Meetings with Students to teach content

PROJECT - ASK ME ABOUT OTHER PROJECTS
Software Development targeted at Great Southern Rail

Development of Software using existing processes to speed up data transfer over train. Android tablet with Wireless communications transfer data in real time. Design of GUI for use by Staff (manager, attendants, chefs), coded in Java. They have great interest in buying our software after presenting our first pitch, we will put together a contract after our next Pitch to the CEO.

Hand Drawn Graph Recognition and Parsing
Supervisor: Brad Alexander   *Topics in Computer Science*

Image Recognition Techniques: Hough Transform (OpenCv), Convolutional Neural Networks
Problem Specific Design with Optical Character Recognition (Number Recognition) using KNN, Front End for Reverse Engineering of Recursive Functions.

REFERENCES   Available upon request