

Riz Manter

SOFTWARE ENGINEER · COMPUTER SCIENCE & COMMERCE · UNSW

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Education

University of New South Wales (UNSW)

B. Commerce / B. Sci in Computer Science

Feb 2019 - Current

- **Weighted Average Mark:** 80.43 (Distinction)
- **Comp-Sci Coursework:** Database Systems (**95**), Algorithm & Programming Techniques (**93**), Web Front-End Programming (**91**), Object-Oriented Design & Programming (**85**), Operating Systems (**82**).
- **Commerce Coursework:** Economics of Finance (**95**), Organisational Economics (**95**), Managing Organisations & People (**85**), Industrial Organisation (**83**), Game Theory & Business Strategy (**82**).

Work Experience

Commonwealth Bank

Sydney, AU

Software Engineer Intern

Nov 2022 - Feb 2023

- Worked in an agile team to maintain, uplift and provide support for onboarding Quantexa platform.
- Automated and optimised the uploading of data through transitioning pipeline towards using S3 bucket's and Apache Kafka.
- Assisted in the shutdown of non-prod EC2 instances over shutdown period, lowering idle workload costs by 7%.
- Developed a Python script to automate standardisation and identification of inconsistencies in the CI/CD pipeline for Autosys job scheduler.

Extracurriculars

UNSW Computer Science and Engineering Society

Projects Team Director (Discord Bot) | github.com/csesoc/discord-bot

Feb 2022 - Dec 2022

- Leading a team of 8 to develop a discord bot in JavaScript to maintain and engage a society discord server of over 2000 members.
- Used Agile methodology to organise sprints and delegate work between team members.
- Improved the longterm scalability and longevity through reliance on automation to ensure a smooth transition to future teams.

UNSW Business Society

Business Society Peer Mentor

Feb 2020 - May 2020

- Lead group activities to ensure the smooth transition of incoming university students.
- Achieved 100% group attendance rate.

UNSW Computer Science and Engineering Society

Media Subcommittee Member

Apr 2019 - Dec 2019

- Enhancing the media presence of UNSW CSESoc by seeking to expand our media portfolio and engagement.
- Working in a team of 11 in the publication of creative and informative audio-visual content to over 6000 students.
- Co-host for UNSW CSESoc's Echo Podcast, discussing the experiences of students studying Computer Science and Engineering.

Projects

Pocket Travel Guide

github.com/rizmanter11/pockettravelguide

- Developed an advanced travel guide application using React, Javascript and Material UI, calling on Google Maps and Rapid API.
- Uses hooks and state in order to maintain data and uses CRUD methods to call a RESTful API database.
- Enables convenience through combining information about area specific restaurant, hotels, attractions as well as weather.
- **Technical Skills:** React, JavaScript, CSS, Material UI, Netlify.

Roman Civilisation Game

github.com/rizmanter11/romancivilisation_game

- Developed a Risk style video game using Java and JavaFX that applied a turn-based military/economic strategy game that allows players to invade and attack virtual provinces.
- Implemented various OOP design patterns and uses JavaFX to create an interactive front-end to the project.
- **Technical Skills:** Java, JavaFX.

Skills

Tools Unix/Linux, Git, Docker, Teamcity, Confluence, Jira, Amazon Web Services, Google Cloud Platform, Netlify.

Languages Python, JavaScript/TypeScript, C, Java, Shell (Bash/Zsh), HTML, CSS.

Frameworks React, Flask, Django, Express.