

EDUCATION

University of Adelaide

Adelaide, SA

Bachelor of Computer Science, Major in Cybersecurity

Feb 2022 - Nov 2025

- GPA: **6.6/7.0** (High Distinction average)
- Key Courses: Secure Programming, Cybersecurity Fundamentals, Algorithms & Data Structures, Web & Database Computing, Operating Systems, Computer Networks

EXPERIENCE

Dictionarry

April 2023 - Present

Creator / Lead Developer

- Created and maintain Dictionarry, an open-source platform that helps users automate their media servers through shared configurations and tools.
- **Profilarr** ([Repository](#))
Built full-stack configuration management tool with **220,000+ Downloads** and **800+ GitHub stars**. Developed system that converts user-friendly configs into application-specific formats, with built-in version control and customization.
- **Database** ([Repository](#))
Created shared configuration database with **50,000+ unique clones** and **60+ GitHub stars**. Built ranking algorithms to help users find optimal media settings. Design inspired **70+ community forks**.
- **Documentation Site** ([Website](#), [Repository](#))
Developed auto-updating documentation site (Next.js) with interactive configuration builder to help users get started quickly.
- **Community Management:** Built and manage Discord community of **800+ active members**. Handle contributions, support requests, and built custom bot for user assistance.

PROJECTS

OMesh ([Repository](#))

Python, React, Docker, WebSockets

Course Project - Secure Programming

- Built secure messaging platform with end-to-end encryption (RSA/AES-GCM)
- Deployed multi-server architecture using Docker Compose
- Created real-time React interface with WebSocket communication

ClubHub ([Repository](#))

Vue.js, Express, MySQL

Course Project - Web & Database Computing

- Full-stack platform for managing university clubs and events
- Built secure authentication with OAuth integration
- Designed database schema and responsive Vue.js interface

Rogue ([Repository](#))

C++, SFML

Course Project - Object-Oriented Programming

- Turn-based roguelike game with procedural map generation
- Implemented design patterns for game object behavior
- Built custom GUI components and comprehensive test suite

SKILLS

Languages: JavaScript, Python, C++, SQL, HTML/CSS

Technologies: React, Next.js, Node.js, Docker, Git, MySQL, Linux, REST APIs

Professional: Open Source Maintenance, Community Management, Technical Documentation, Problem Solving