

## EDUCATION

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### 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

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### Dictionary

April 2023 - Present

*Founder*

- Founded Dictionary, 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

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### 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

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**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