TYRONE W. NOLASCO

https://github.com/sh1ggy | http://sh1ggy.tk

E: tyronewessnolasco@gmail.com

P: (+61) 401 687 774

A: 8 Abelia Street Inala QLD 4077

OBJECTIVE

Recent computer science graduate currently looking for a role as a full stack developer. Experienced in communicating and working in a team of diverse skillsets. Excited to work with professionals and willing to learn new technologies and apply them directly to projects I'm involved in.

WORK EXPERIENCE

Wings Education

Aug. 2021 – Present

IT Support & Social Media Lead

Brisbane, Fortitude Valley

- Responsible for the management and development of a PHP-based LMS website using Moodle
- IT hardware and software support to maintain Gold Coast and Fortitude Valley computer labs
- Lead social media designer, video editor and co-ordinator
- IT intern training for basic IT troubleshooting and social media
- Thorough communication within a small business environment

EDUCATION & TRAINING

2018 - Present

QUT Capstone Project (IFB398 & IFB399) React Native, React Admin, NodeJS Redland Museum DIGS Project. Museum navigation system (web portal & app) https://github.com/ProPablo/rm_dashboard

- Real world customer-orientated UI design, test driven development and version control
 management used in combination to create a working product from scratch including
 client, backend and application
- Acted as assistant front-end programmer and lead UX designer of the website and application in a team of four.
- Stakeholder management via correspondence with a university tutor
- Defined project scope and established expectations with the client via weekly online meetings and emails.

2018 - 2021

Queensland University of Technology

Bachelor Information Technology (Computer Science)

Minors: Engineering Foundations & Mobile App Development

Subject Highlights:

- Systems Programming (CAB403) Created a car park management & simulator system that utilised threads and shared memory to simulate and track cars moving in and out of the virtual car park
- User Experience Fundamentals (CAB210) Client-based UX research and testing. Wrote a detailed report and created a video based on team member's interviews.
- Software Development (CAB302) Worked on a Java-based billboard management system with user authentication. Developed version management skills using GitHub in a team of four.

2013 - 2017

Corinda State High School | Certificate II in Active Volunteering OCE - OP 6

EXTRACURRICULAR & AWARDS

2022 - Present **Personal Website & Blog**

NextJS, TypeScript Personal website to experiment with web development and create a place to write my blog

https://github.com/sh1ggy/sh1ggy-web

2021 UQCS Hackathon

NextJS, TypeScript Bingo Butler - Discord bot that generates links for a speed-run bingo mini-game

depending on the text channel you invoke it in. Used a MERN stack and handled the

manipulation of data and conditionally rendering it to the front-end

https://github.com/sh1ggy/bingobutler

2021 GMTK: Joined Together

Godot, GDScript Parity - Learned basics of game development and made a 'bullet-hell inventory

management' game in 48 hours using Godot

https://sh-ggy.itch.io/parity

2019 Brisbane Mobile App Hackathon

Android Studio Responsible for creating a labour search and job shift management app

https://github.com/sh1ggy/hackathon19-TDRJKM-android

SKILLS

• **Programming Languages:** JavaScript, TypeScript, HTML, CSS, C#, C, SQL, Java, Python

• Technologies & Frameworks: NextJS, React, React Native, NodeJS, Godot, Markdown, LaTeX

PERSONAL INTERESTS

• Social Activities: University of Queensland Computing Society, CODE Network

• Interests: Hackathons, game jams, note-taking and rhythm games

REFERENCES

Russell Dinte:

Project Manager & IT at Redland Museum

E: russdinte@bigpond.com

P: +61 7 3286 3494