

TOBY TOMKINSON

Computer Science Graduate

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in toby-j-tomkinson

ttom795

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TECH SKILLS

Programming Languages:

C++ C# Python JavaScript

SQL LaTeX

Web Development:

React Typescript Express.js

MongoDB HTML CSS

Software:

Microsoft Office Nagios

Google Workspace

StarRez Property Management

Salesforce Service Cloud

Unity Engine Unreal Engine

Operating Systems:

Windows OSX/MacOS

Debian Ubuntu ArchLinux

Development Methods:

Agile Scrum Kanban

Waterfall Pair Programming

Continuous Integration (CI)

Continuous Delivery (CD)

SOFT SKILLS

Attention to Detail Quick Learner

Adaptability Multitasking Abilities

Planning/Organizational Abilities

CERTIFICATIONS

Red Cross Comprehensive First Aid

ICDL Certified

LANGUAGES

English: Native

REFERENCES

Available on request

ABOUT ME

I am a hardworking, reliable, and motivated individual with a strong computer and technology-oriented background. My desire to improve myself extends beyond my professional self and encompasses my personal life. I have a demonstrable history of exceeding employers' expectations in my working practices while advocating for inclusivity and equality.

I have consistently sought out opportunities to expand my technical skills and tackle complex problems, both in the realm of technology and within the community. I thrive in environments where I am exposed to a variety of experiences and challenges, embracing the diversity of perspectives that come with it and respecting the dignity of all individuals I work with. My commitment to personal growth and making a positive impact on the world is central to my identity.

WORK EXPERIENCE

Receptionist | University of Auckland

Nov 2022 – Current

Auckland, New Zealand

- Receptionist at Waiparūrū Hall
- Managed front-desk and general accommodation operations ranging from resident queries to inventory management to introduction of new processes and workflow streamlining
- Assisted in coordinating appointments and meetings for staff and residents, and prioritising tasks ensuring smooth workflow

Teaching Assistant | University of Auckland

Mar 2022 – Current

Auckland, New Zealand

- Graduate Teaching Assistant for COMPSCI 215 and COMPSCI 315
- Provided tutoring and guidance to students
- Graded and evaluated assignments and papers, and provided constructive feedback
- Fostered a supportive learning environment and promoted active engagement through interactive teaching methods

Research Assistant | University of Auckland

Nov 2021 – Feb 2022

Auckland, New Zealand

- Worked with Dr. Ulrich Speidel
- Developed software and a novel routing algorithm for use with Low Earth Orbit satellites (available [here](#)) using the Unity Real-Time Development Platform

Research Assistant | University of Auckland

Jun 2021 – Oct 2021

Auckland, New Zealand

- Worked with Dr. Alex Shaw
- Developed a procedural construction site for Virtual Reality-based risk assessment training for City Rail Link using the Unity Real-Time Development Platform

Sales Assistant | Jaycar New Lynn

📅 Nov 2020 – Mar 2022

📍 Auckland, New Zealand

- Managed clients' needs and budgets to an exceptional level
- Developed strong company relationships through repeat customers

Front of House | Bodrum Kitchen, New Lynn

📅 Feb 2018 – Jun 2020

📍 Auckland, New Zealand

- Took orders accurately, ensuring special requests and dietary preferences were noted
- Managed cash transactions and operated card payment systems via POS system

EDUCATION

Bachelor of Science | University of Auckland

📅 Feb 2019 – Jun 2022

📍 Auckland, New Zealand

- Bachelor of Science (BSc) majoring in Computer Science

Bachelor of Science (Honours) | University of Auckland

📅 Jul 2022 – Jun 2023

📍 Auckland, New Zealand

- Bachelor of Science Honours (BSc Hons) majoring in Computer Science

PERSONAL DEVELOPMENT PROJECTS

Low Earth Orbit Satellite Simulator | 🌐 | Unity Engine/C#

- Simulates and visualises approximate great circle routing through a LEO network between two selectable locations on Earth in real time

Hero Academia: Beyond | 🌐 | Unreal Engine/C++

- A non-profit fangame based around the franchise of My Hero Academia
- Programmer, Concept Artist

Sea of Greed | 🌐 | Unity Engine/C#

- A pirate-adventure RPG developed as part of Gladstone Games
- Programmer, Game & Level Designer

Chippure | 🌐 | Python

- A Chip-8 emulator written solely using Python's default libraries

Various Games | Unreal Engine/C++

- 🌐 | Showcase - LEGO "Shonen Jump" Fangame
- 🌐 | Showcase - My Hero Karting
- 🌐 | Showcase - Shield Hero Fangame
- 🌐 | Showcase - Mob Psycho Sentiment