Vinny Tunnell

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Graduate software engineer, eager to collaborate with others to build high quality software. Positive, sociable, and motivated to learn and adapt to new challenges

Education

BEng (Honours) in Software Engineering, *University of Auckland*   **2017 – 2020**

- Dean's Honours list, Faculty of Engineering 2020, 2017 (top 5% of engineering cohort)
- GPA 7.65/9 (A average)
- University Exchange, University of British Columbia, Vancouver, 2019

Work Experience

Quantiful, *Data Engineer*   **March 2021 – Present**

- Provisioning and management of AWS resources in a serverless machine learning backend.
- Implementation and testing of Devops tooling using Python, Bash and AWS APIs.
- Data processing in Python and a range of AWS services including Glue.
- Fast-paced Agile team with clients including Farmers, Spark, and Vodafone.

Quantiful, *Data Engineer Intern*   **November 2020 – March 2021**

University of Auckland, *Graduate Teaching Assistant*   **July 2020 – December 2020**

- Tutor for individual help with Python programming exercises in labs and online.
- Presentation of fundamental software development material to labs of over 80 students.

Maxtel Software, *Software Engineer Intern*   **November 2018 – August 2019**

- Designed and developed a break management app for McDonald's - deployed to all 167 McDonald's sites in New Zealand and used by 110 regularly over one year.
- Web development using HTML, CSS, and Javascript.
- Entity relationship model design and use of SQL.

Key Projects

Selectext – Chrome/Firefox extension for copying text directly from Youtube videos and UoA lecture recordings. Written in Javascript/JQuery, HTML, CSS. Google Cloud Vision API for text detection. 1500+ users on the chrome web store.

Democrify – Party playlist web app built using a MERN stack (MongoDB, Express, React, Redux, NodeJS), and the Spotify Web API. Hosted using MongoDB Atlas and Heroku.

VR Art Therapy – Virtual reality painting tool for use in dementia therapy. Literature review, implementation in Unity with C#, and research report for final year engineering project.

Skills

Technologies: Java, Javascript, Python, AWS, HTML/CSS, React, SQL, Unity/C#, Bash, C, Git

General Software: Agile Development, UX Design, Systems Design, Unit testing

Professional: Communication, Teamwork, Adaptability, Problem solving, Leadership