

SHARLENE VON DREHNEN

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GITHUB: <https://github.com/vondreii>

EDUCATION

- FEB 2019 - FEB 2020 **HONOURS IN COMPUTER SCIENCE** - *University of Newcastle, Australia*
- First Class Honours and Faculty Medallist.
- FEB 2015 - DEC 2018 **BACHELOR OF INFORMATION TECHNOLOGY** - *University of Newcastle, Australia*
- Faculty of Engineering and Built Environment Summer Scholarship.
 - Faculty of Engineering and Built Environment Commendation Lists.

WORK EXPERIENCE

- APR 2019 - PRESENT **JUNIOR QUALITY ASSURANCE ENGINEER** - *Bohemia Interactive Simulations*
- Create automated tests in C# to assess the performance of military training software: <https://bisimulations.com/products/virtual-battlespace>.
 - Develop and commit new automated tests on development branches and make changes based on code reviews before it is merged into the Test Host codebase that stores all automated tests.
 - Assist with pre-merge testing and validation testing.
 - Worked on a brief project in C++ that read and stored data from a simulation mission in a format that could then be used to graph the mission's performance (including frames per second or number of polygons).
 - The first five months were part of an internship, doing the same responsibilities.
- JUL 2016 - JUN 2020 **COMPUTER LAB ASSISTANT** - *University of Newcastle, Australia*
- Assisted lecturers in computer labs by helping IT and Computer Science students with programming questions.
 - Created an automated script in Java to help markers. The script automatically sorted all student files into their own folders, renamed them, unzipped their assignment submission file, and found who submitted late.
- FEB 2017 - JAN 2018 **STUDENT AMBASSADOR & MENTOR** - *UoN Services and HunterWiSE*
- Engaged with prospective students, parents and career advisers during events.
 - Took part in an outreach program to inspire high school students to pursue a career in STEM. This was by mentoring students at Muswellbrook High School with a project which aimed to improve water quality at a local creek.

SIDE PROJECTS

- JAN 2021 - PRESENT **DOCOSUMMARIES WEBSITE** - *Angular, HTML, CSS, TypeScript, Netlify*
- Currently self-learning Angular to create a website where people can learn about new documentaries, watch documentaries for free or read written summaries about them: <https://docosummaries.com/>
 - Currently being built using the Angular framework connected to a Firebase Database to store and retrieve information dynamically.

- Some functionalities are still in progress. Currently using Notion to manage personal deadlines for the project on top of a regular 9-5 job.

MAR 2020 - PRESENT

VONDREII PERSONAL WEBSITE - *Angular, HTML, CSS, TypeScript, Netlify*

- Currently maintaining and improving a personal website, hosted using Netlify: <http://vondreii.com>. It includes a portfolio and blog posts to help others based on any tech I have learnt recently.
- Currently using Trello to manage personal deadlines for the project on top of a regular 9-5 job.

FEB 2019 - MAY 2019

COGNITIVE LOAD TO ADJUST DIFFICULTY IN GAMES - *Unity C#*

- Modified a car racing game to change the difficulty of the game based on the player's cognitive load (the way the player processes information on the screen in their short-term memory).

AUG 2018 - NOV 2018

3D GAME WITH FITBIT INTERGRATION - *Unity C#, SQL*

- Worked in a team to create an infinite runner game aimed at children to promote healthy eating as part of the final year software project.
- The app uses the Fitbit API to reads the user's number of steps from their Fitbit account and adds it into the game to be used as in-game currency, as a reward for exercising.

VOLUNTEERING

DEC 2020 - PRESENT

VIDEO EDITOR - *Blast Furnace*

- Edit videos for Blast Furnace, a monthly tech meetup event in Newcastle where developers meet up to network and learn about new frameworks, hardware or software.

APR 2016 - SEP 2017

EVENTS VOLUNTEER AND SIGHTED GUIDE ASSISTANT - *Student Central*

- Set up events such as comedy shows, bake sales, music gigs, stress less week or open days.
- Assisted a blind student with walking around campus on a weekly basis.

RELEVANT SKILLS

- Object Oriented Programming | Unity C# | C# | Java
- HTML | CSS
- Tortoise Git | Version Control concepts | Jira | GitLab | GitHub

REFERENCES

DR. MIRA PARK - *Lecturer, University of Tasmania*

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ASSOC. PROF. KAREN BLACKMORE – *Lecturer & Associate Professor, University of Newcastle*

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