

Jesse Wood

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Personal Statement

Third-year engineering student majoring in Software. Finding an opportunity to apply and expand my knowledge. Highly motivated and ready learn new things, with experience in the service industry and a passion for all things tech.

Professional Experience

2020–today	Volunteer at Niwa My work experience involved developing a geographic information system (GIS). This used the Mapserver framework to create a web map service (WMS) to render data stored on a postgis database.
2018–2019	Bartender at St. Johns Bar and Eatery I furthered my communication skills from serving the up market clientele. This included supervising functions for ministers of parliament and their cabinets. We regularly hosted the staff for Xero and TradeMe.
2012–2018	Bartender at Mac's Brewery This was my first job. I started with no work experience, and steadily progressed through the company. I learnt valuable communication, event coordination and conflict resolution skills.

Education

2016–today	Victoria University of Wellington BE(Hons) Engineering Victoria Excellence Scholarship Project Management, Structured Methods, UX Design
2011–2015	Rongotai College NCEA Level 1 - 3 Excellence Scholarship English, Schools Canoe Polo Prefect, UN Youth Ambassador, Debating, Rockquest, Jazz Band, Production Band

References

Mac's	Troy Savage General Manager · tsavage.nz@gmail.com · 0220647129
Mac's	Tom Moorhead Functions Coordinator · tom@sscatering.co.nz · 0211395980
Mac's	Will Sargent General Manager · awsargent@hotmail.com · 0210606647

Projects

Map Service	GIS, Shapefile, Postgis, Mapserver, Leaflet This project is an implementation of a web application that uses a web map service (WMS). The WMS provides a service to query a Postgis (psql extension) database. Currently it uses Apache2 to provide the service over the localhost.
Portfolio	React, Firebase, Markdown The content for each of the static pages is written in markdown. Then the react-markdown package converts it into html. The dynamically generated content is retrieved from a Firebase database. The authentication for the website is provided through Firebase as well.
SCARA	Direct/Inverse Kinematics, Java, SVG Parser The Selective Compliance Assembly Robot Arm (SCARA) was a drawing tool that could be programmed to draw an SVG image. The machine consisted of two articulated joints, connected to a pen. Direct and inverse kinematics are used to calculate the voltage required to move the arms into the desired position. The firmware for the arm was written using Java. Additionally, there was a simulation of the arm, such that the functionality could be tested remotely.
IZack	Java, MVC, API, VCS This was a subaquatic rouge-like dungeon crawler. It started as a clone of the Binding of Izaac. It was written using Java swing UI. The program consisted of libaries which were used in together to form an MVC model. It was a group project, that relied on the Gitlab's VCS.
AVC	C++, SHH, RasPi, PID, AV The Autonomous Vehicle challenge. This involved creating a self-driving vehicle to complete a variety of tasks. The vehicle was controlled using a microcontroller with firmware written in C++. The tasks included; opening a gate via SSH, staying in the middle of a path and navigating a maze.

Core Skills

Interaction	Confident at public speaking and debating events.
Team Work	Worked in a team coordinating service at events of up 800 guests
Conflict	Effectively resolved conflicts with the customer's experience.
Time	Ability to work under pressure and to a deadline.

Technical Skills

Languages	Bash, C, C++, Haskell, Java, Javascript, Typescript, Mapserver, Python, Ruby
Databases	Firebase, Postgres, Postgis
Frameworks	Angular, React, Vue
Processing	LaTeX, Markdown, Vim
Tools	Adobe Photoshop, Adobe XD, Blender, Figma, PlantUML, Pyplot, QGIS
VCS	Git, Github, Gitlab

Interests

Sciences	Computer Science, Artifial Intelligence, Robotics, Astrophysics, Psychology
Guitar	Classical, Jazz, Blues, Classic Rock
Gaming	PC, Emulators, Blizzard, Steam