Yohan de Rose

SOFTWARE DEVELOPER

📞 +61 0401 378 665 / +64 027 304 5445　|　✉ yohanderose@gmail.com　|　 yohanderose　|　in yohanderose

Education

Monash University　　　　　　　　　　　　　　　　　　　　　　　　*Melbourne, AU*

BACHELOR OF SCIENCE (HONS) IN COMPUTER SCIENCE, GPA: 3.5/4.0　　　*Jul 2020 - May 2021 (incomplete)*

- My research looks at representing geological systems as graph data structures and using graph machine learning to uncover ambiguous temporal relationships between adjacent stratigraphy and faults (2021)

University of Otago　　　　　　　　　　　　　　　　　　　　　　　*Dunedin, NZ*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, GPA: 8/9　　　　　　　　*Dec 2017 - Oct 2019*

- **Coursework** — Core Computer Science modules with Artificial Intelligence, Software Engineering, Theory of Computation, Web Development, Data Science and Distributed Computing electives
- **Awards** — Received the *Prime Minister Scholarship for Asia*, for a student exhange at the National University of Singapore. Focused on machine learning, algorithm design and analysis, and game development (2019)

Experience

Monash University　　　　　　　　　　　　　　　　　　　　　　　*Melbourne, AU*

SOFTWARE DEVELOPER　　　　　　　　　　　　　　　　　　　　　　*Oct 2019 - Nov 2021*

- Coordinated testing, integration and deployment on multiple platforms with git, Docker, GitHub Actions and Ansible.
- Developed scientific Python packages and Qt C++ interfaces catered to geographical map processing and visualiation.
- Taught a credited Python course to Monash University PhD students that covered topics from basic programming to avanced algorithms and data science.

University of Otago　　　　　　　　　　　　　　　　　　　　　　　*Dunedin, NZ*

GRAPHICS RESEARCH ASSISTANT — PART TIME　　　　　　　　　　　　*Nov. 2018 – Sep. 2019*

- Implemented a SLAM (simultaneous localisation and mapping) system for augmented reality applications in live sports events.
- Created a structure from motion prototype that extracts 3D information from monocular video using C++ OpenGL and OpenCV. Improved image segmentation methods and 3D mesh generation and created an intuitive user interface.

Projects

Menta 🐙 🔗

FLUTTER | NODEJS | MONGODB

- A spaced repetition and active recall cross platform app for high school students.
- Trialling in New Zealand, with the goal to expand to Sri Lanka and tackle education inequality.

Plant-Baby Monitor 🐙 🔗

RASPBERRY PI | FLASK | AWS

- An autonomous indoor plant pot that monitors soil moisture, temperature and humidity and waters as needed.

Yakked

FLUTTER | NODEJS | MONGODB

- A personal trainer mobile app that calculates your daily maintenance calories and generates workout programmes.

Dat3Bot 🐙 🔗

SELENIUM | SCIKIT-LEARN

- Desktop software that automates the use of popular dating apps such as Tinder and Bumble.

Badlib

REACT NATIVE (EXPO) | NODEJS

- A cross-platform web app for creative writing, specifically preparing stand up comedy routines.

Technical Skills

Languages   Python, C/C++, Dart, Javascript, HTML/CSS/SCSS, PHP, Java, SQL, R, Qml

Frameworks   Flutter, NodeJS, Expo, Flask, Django — Docker, Kubernetes, AWS, Azure — Numpy, Pandas, Scipy, Tensorflow