

Hannah Carino

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[LinkedIn](#) | [Personal Site](#)

Education

Bachelor of Engineering (Honours), Software Engineering

- 8.4 GPA. ~90% course average.
- Class Representative for Software Engineering Design.
- Developed many industry-relevant engineering projects with full documentation in team-driven environments.
- University of Waikato Machine Learning Kaggle Competition participant.

Technical Skills

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| - Machine Learning and Data Mining | - Cloud Computing (AWS S3, Cloudflare) |
| - Python/Scikit-learn | - Agile Project Management with Azure DevOps and Trello |
| - Object Oriented Programming in C# and Java | - Git (Command Line, SourceTree) |
| - Full Stack Web Development (SEAN/SERN Stack) | - TCP/IP Network programming |
| - Bootstrap Framework | - Android Studio with Java |
| | - Unit Testing (JUnit) |
| | - Espresso Testing |

Projects

Media Library – Full Stack Web Application

- Lead team of 6 software engineer interns at Vista Entertainment Solutions to build a web UI for a media library that serves images hosted on Cloudflare's R2 bucket and dynamically resizes by Cloudflare Workers.
- Extremely fast and low-cost solution.
- Front-end that complied with company design systems using AngularTS and existing company design libraries.
- Scalable back-end with C# ASP.NET core framework and SQL.
- Implemented security using asymmetric JWT using RSA256 algorithm.
- Agile Scrum Project Management.

Video Conferencing Application

- Collaborated in a team of 4 to develop, build and deploy a video chatting application that implements screen capture, chat history and text recognition.
- Built with ReactJS, NodeJS, WebRTC, Docker, PeerJS, PostgreSQL, Google Vision API.
- Utilised Agile Scrum organisation method.

User Experience (UX) Research and Product Development

- Conducted qualitative research on stakeholders regarding the access of financial information using information technology.
- Wireframed and modelled a mock user interface for a subscription manager using Figma in a team of 5.
- Organized prototype testing on target users recruiting ethical research techniques.

Online Movie Catalogue

- Engineered an interactive, online movie catalogue for horror movies using HTML, CSS, JavaScript, PHP, MAMP Pro. Deployed on University Server.
- Implemented multiple sorting options (by name, rating, year) using PHP with efficient form validation with JavaScript.

Work Experience

Software Engineer (Part-Time) at Vista Group

February 2023 – August 2023

- Offered a return role after great performance as an intern.
- Working in a team of engineers to build a mobile application to bring statistics into the hands of the cinema exhibition industry.

Software Engineer Intern at Vista Group

November 2022 – February 2023

- Worked in a team of professional engineers to perform complex front-end bug fixing and feature implementation using ReactJS.
- Worked closely with testers and UX to deliver the best solutions.
- Internship project: Media Library – Full Stack Application (SEAN Stack) with Cloud Computing technologies.

Computer Science Lab Demonstrator/Tutor – University of Waikato

March 2022 – November 2022

- Tutored University of Waikato students in object-oriented programming (C#) and databases (SQL).
- Marked tests and labs for C# and MySQL.

Student Experience Advisor

November 2021 – Present

- Advised students on the University enrolment process.
- Called students who were struggling/in need of help as the first point in contact for the University.

References

Academic Reference

Jemma Konig – Postdoctoral Fellow and Lecturer
University of Waikato

jemma.konig@waikato.ac.nz

Work Reference

Stefan Mostert – Head of Engineering
Vista Entertainment Solutions
Stefan.Mostert@vista.co

Interests

Language learning (Japanese, Korean), digital illustration and artwork, graphic design, guitar, films, gaming.