

Hannah Carino

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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.
- Nominated to be a Software Engineering Cohort Ambassador to speak to high schools about the degree.
- University of Waikato Machine Learning Kaggle Competition participant.

Technical Skills

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|-----------------------|-------------------------------|
| - Machine Learning | - Trello |
| - Python/Scikit-learn | - Microsoft Word/Excel |
| - SQL | - Data Visualisation |
| - C#, C | - Data Mining |
| - Java | - Networking |
| - HTML/CSS/JavaScript | - TCP/UDP Sockets Programming |
| - Bootstrap Framework | - Routing |
| - ReactJS | - Android Studio |
| - Networking | - Unit Testing (JUnit) |
| - Agile | - Espresso Testing |
| - Git | |

Projects

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, WebSockets (Socket.io), 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.

New Zealand Housing Crisis Project

- Lead a team of 4 people to engineer housing solutions that implement prefabricated housing to lower costs.
- Collected relevant trustworthy statistics, utilised lean canvas strategies to analyse existing solutions, surveyed the needs of key stakeholders, designed and modelled prefabricated homes using AutoCAD, performed scope, risk and costs analysis, and created a Gantt chart all compiled into a single report.
- Agile Scrum organisation method.

Work Experience

Software Engineer Intern

November 2022 – February 2023

- Ongoing
- Worked in a team of professional engineers to perform complex front-end bug fixing, feature implementation using MERN stack and Angular.
- Worked closely with testers and UX to deliver the best solutions.
- Internship project (to be determined late December).

Computer Science Lab Demonstrator/Tutor – University of Waikato

2022

- Tutored first and second year 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

Le Vonne Paul - Academic Supervisor

University of Waikato

levonne.pilott@waikato.ac.nz

Work Reference

Nilesh Kanji - Senior Tutor and Supervisor

University of Waikato

nkanji@waikato.ac.nz

Interests

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