

Hannah Carino

+64 204 052 6301 / +61 403 511 018

[LinkedIn](#) | [Personal Site](#) | hcsofteng@gmail.com

High-performing, organised, goal-oriented student. Experienced in website/android application development & design, machine learning and data science. My interests include productivity, project management, and am passionate about solving real world problems.

Education

Bachelor of Engineering (Honours), Software Engineering

- 8.5 GPA. ~90% course average.
- Class Representative: Software Engineering Design; Logic and Computation.
- Developed many industry-relevant engineering projects with full documentation in team-driven environments – see [Capture The Bug](#).
- Recipient of WGW Engineering Prize

Technical Skills

Programming	Java · JavaScript/TypeScript · Python · C# · PHP · MatLab
Web & Database Frameworks	HTML · CSS · Microsoft SQL · SQL Server (SSMS) · ReactJS · AngularJS Android Studio · Bootstrap · ReactJS · AngularJS · ASP .NET · Jupyter Notebook (Kaggle) · JUnit · SciKit Learn
Technologies	Git · Postman · Visual Studio · VSCode · Cloudflare · Amazon S3 · MS Office · Weka · Figma · FigJam · Miro · Jira · Confluence · Trello

Projects

[Capture The Bug](#) – Security Lit (2023)

- Collaborated with 7 University of Waikato students and Security Lit to improve the existing capture the bug platform. Design Team Lead.
- Created and implemented a research-based comprehensive design system. Performed usability interviews, literature reviews and user domain research.
- Participated in unit testing the backend and identifying server-side vulnerabilities to improve poor security posture.
- Figma, FigJam, JUnit, NodeJS, TypeScript.

[OneView](#) – Vista, Numero, Movio (2023)

- Collaborated with software engineers, user experience designers and product managers to create a mobile application to bring vital cinema exhibition statistics to the hands of executives and leaders.
- Showcased in CinemaCon 2023
- Angular, C#, SQL, Vista Cloud

Media Library – Full Stack Web Application (2022 – 2023)

- 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 Angular and existing company design libraries.

- Scalable backend with C# Asp.NET core framework and SQL.
- Implemented security using asymmetric JWT using RSA256 algorithm.
- Agile Scrum Project Management.

Experience

Software Engineer Intern at [Atlassian](#)

November 2023 – Present

- Worked in a team of engineers, designers, product managers and more, to deliver the Styling Standard initiative throughout Atlassian's Front End repositories.
- Internship project: worked automation – codemods, eslint rules and fixes, and scripts to enforce the styling standard in extremely large repositories, such Jira.
- Team: Application Framework – Node, Customised Eslint Rules, React, TypeScript, Compiled, Emotion, Styled Components, Codemods.

Ladies in Technology with [IMC Trading](#)

April 2023

- Attended interactive workshops to learn fundamentals of trading and technology in the IMC space.
- Performed data analysis with Pandas, elicited requirements and problem solved with Python during a trading simulation workshop. First to complete task.
- Utilised SystemVerilog to learn about hardware. Performed coding challenges to a high standard.

Software Engineer Intern (Part-Time) at [Vista Entertainment Solutions](#)

February 2023 – May 2023

- Internship project: Media Library – Full Stack Application (SEAN Stack) with Cloud Computing technologies.
- 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.
- AngularJS for web and mobile development; Android Studio.

Computer Science Lab Demonstrator/Tutor – University of Waikato

March 2022 – November 2022

Virscient Hackathon

July 2023

References

Work Reference

Stefan Mostert – Head of Engineering

Vista Entertainment Solutions

Stefan.Mostert@vista.co

027 507 6503

Academic Reference

Jemma Konig – Postdoctoral Fellow and Lecturer

University of Waikato

jemma.konig@waikato.ac.nz

Interests

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