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<b>EDUCATION</b>	<b>University of New South Wales</b> Bachelor of Science (Computer Science) High Distinction Average (GPA 4.0)	2013 to 2015
<b>WORK EXPERIENCE</b>	<b>Dropbox - Software Engineer</b> Placement begins in May.	2016 to current
	<b>Facebook - Software Engineering Intern</b> Worked with the internet.org zero-rating team, writing internal tools to analyse and prevent traffic abuse. Worked mainly in Hack (PHP), with some code written in Python, Java or Javascript.	2015 to 2016
	<b>Google Australia - Software Engineering Intern</b> Worked on NetSoft team (software for managing network workflows), collating data from multiple resources for easier analysis of network failure. Involved interfacing with internal tools, and design of easy to manipulate data structures for storage. Worked mainly in Go, with some C++.	2014 to 2015
	<b>University of New South Wales - Course Tutor</b>	2013 to 2015
	<ul style="list-style-type: none"> <li>• COMP1917 - Computing 1 (2013s2, 2014s1, 2015s1) The introductory computing course, with the aim of developing "craftsmanship" skills. Content includes the basics of C and machine language. Also involved in teaching High School students the same material in 2015s1 as part of HS1917.</li> <li>• COMP1927 - Computing 2 (2014x1, 2014s2, 2015s2) The next stage of COMP1917, with the aim to think about computing concepts like a "scientist". Covers basic data structures and algorithms using C.</li> <li>• COMP2041 - Software Construction (2015s2) A second year core computing course, dealing with using appropriate software techniques and tools for software construction. Taught regular expressions, shell scripting, Perl, Python and tools such as git and make.</li> <li>• COMP2121 - Microprocessors and Interfacing (2014s1, 2015s1) A second year core computing course, dealing with programming in AVR assembly with microcontrollers.</li> <li>• COMP3421 - Computer Graphics (2015s2) A third year computing course, teaching the fundamental algorithms underlying computer graphics in 2D and 3D. Covers theoretical knowledge, as well as applied knowledge in OpenGL (with JOGL).</li> <li>• REGZ9280 - Global Education Short Course - Engineering (2014s2) A subset of COMP1917 material, adapted into a four week course for visiting international students.</li> </ul>	
<b>PROGRAMMING LANGUAGES</b>	<ul style="list-style-type: none"> <li>• Advanced in C</li> <li>• Proficient in Java, Python, C++, Go</li> <li>• Experience with Perl, Erlang, Haskell, Hack/PHP, HTML/CSS/JavaScript</li> <li>• Also experienced in shell scripts, source control (git/mercurial), SQL (SQLite, MySQL, PostgreSQL)</li> </ul>	

<b>MAJOR PROJECTS</b>	<p><b>WEBCMS3</b> 2015          Developed a Learning Management System from the ground up to replace an outdated model currently used by the university computing faculty (UNSW CSE). Using Python 3.4, using the Flask microframework and SQLAlchemy as a database ORM (with PostgreSQL). Currently in production (click We-bCMS3!).</p> <p><b>ADVANCED OPERATING SYSTEMS (COMP9242 COURSEWORK)</b> 2014          Wrote a simple Operating System from the ground up on top of the seL4 microkernel in C in a 12 week period. Designed and implemented memory management, file I/O, swapping, process management, ELF Loading, mmap, shared memory and a HDMI driver. Achieved High Distinction in the course.</p>
<b>ACADEMIC AWARDS</b>	<p><b>FACULTY OF ENGINEERING DEAN'S AWARD</b> 2013 to 2015          Top 2% in UNSW's Faculty of Engineering for all eligible years studying.</p> <p><b>THE QUANTUM COMP3311 DATABASE SYSTEMS PRIZE</b> 2013          Second Place in COMP3311 (Database Systems) in 2013s2</p> <p><b>THE CSE UNDERGRADUATE PERFORMANCE PRIZE, YEAR 1</b> 2013          Second Place academically as a First Year in UNSW Computing for 2013.</p> <p><b>THE CSE UNDERGRADUATE PERFORMANCE PRIZE, YEAR 2</b> 2014          Second Place academically as a Second Year in UNSW Computing for 2014.</p> <p><b>THE CSE UNDERGRADUATE PERFORMANCE PRIZE, YEAR 3</b> 2015          Fourth Place academically as a Third Year in UNSW Computing for 2015.</p> <p><b>THE JANE STREET COMP3141 PRIZE</b> 2015          First Place in COMP3141 (Software Systems Design and Implementation) in 2015s1. This was a course in Haskell.</p>
<b>COMPETITIONS</b>	<p><b>CYBER SECURITY CHALLENGE AUSTRALIA (CYSCA), SECOND PLACE</b> 2015          CySCA is a 24-hour 'hacking' competition run by an alliance of Australian Government, business and academic professionals who are committed to finding the next generation of Australian cyber security talent.</p>
<b>LEADERSHIP</b>	<p><b>CONTRIBUTION TO THE CSE COMMUNITY AWARD</b> 2013 to 2015          Nominated and voted for being an active member to the School of Computer Science and Engineering during my time at university.</p> <p><b>UNSW CSESOC CO-PRESIDENT</b> 2015          In charge of running the Computer Science and Engineering Society, enriching student's life at CSE through social and technical events, as well as High School Computing initiatives and sponsorship acquisition.</p> <p><b>UNSW CSE STUDENT REPRESENTATIVE</b> 2013 to 2015          Working with the Head of School to communicate grievances, questions and feedback on behalf of the students.</p> <p><b>UNSW CSESOC SOCIAL HEAD</b> 2014          Running the social events for the society, including Weekly BBQs and biweekly special events during semester. Also coordinated First Year Camp.</p>
<b>REFEREES</b>	<p>AVAILABLE ON REQUEST</p>