

# Thomas J. Baxter

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*Interested in an Internship or Graduate opportunity.*

## Software Engineering

- Third-year Bachelor of Engineering (Software) student experienced with software principles across platforms and technologies.
- Comfortable working in both self-directed and team settings, with experience working in an agile setting in both university and professional settings.

## Education

### University of Queensland – Brisbane

Completing Bachelor of Engineering (Software), Graduation end of 2021

**Academic Achievements:** GPA of 6.438, Two-time recipient of Dean's Commendation, Member of EAIT Scholars Program

#### Courses Studied

- Programming in the Large
- Intro to Computer Systems
- Intro to Information Systems
- Discrete Mathematics
- Algorithms and Data Structures
- Computer Systems Principles and Programming
- Design Computing Studio 2
- Computer Networks
- The Software Process
- Human-Computer Interaction

### St Catherine's Catholic College – Singleton, NSW

High School Certificate, Graduated 2016

- College Dux
- College Leader
- Placed First in Diocese for both Software Development and Design, and Advanced Mathematics

## Work Experience

### Software Intern at CSIRO, Brisbane, QLD, 2/2019 – Present

I worked as part of a team on interns to develop a web app employing geospatial imagery to provide insights to agriculturalists. Skills used include HTML5, CSS3, Python, JavaScript and the team was organised using Scrum frameworks.

### Full Stack Web Developer at Labrys, Brisbane, QLD, 11/2017 – 2/2018

I was responsible for redesigning and developing the company's website. This included using HTML5, CSS3, JavaScript and jQuery to create a beautiful, responsive website in an Agile environment.

### Full Stack Web Developer for Encompass Therapy, Singleton NSW, 4/2018 – Present

During this time I worked in a freelance capacity working with a client to implement a responsive business website. Work has continued since deployment to alter and maintain this site.

### Private Tutor, 2016 – Present

I have tutored many students in a variety of subjects for the past 3 years. Recently these subjects have included Introduction to Computer Systems, Introduction to Software Engineering. During these subjects I have taught Python, including OOP principles and other foundational programming concepts, microcontroller development and basic Assembly programming.

## Technical Skills

- Low Level Languages: C, Java
- Higher-Level Languages: Python, JavaScript, jQuery
- Other Technologies: HTML5, CSS3, SQL, MATLAB
- Version Control: Git, GitHub
- Experience working in Unix and Linux Systems

## Awards and Projects

### University of Newcastle Science and Information Technology Excellence Award 2016

I received this award upon completion of year twelve after achieving first in course for Physics, Software Development and Design, Advanced Mathematics and Extension Mathematics. I was awarded a \$3000 grant to assist with study and was offered a place in a STEM course of my choice at the University of Newcastle that I ultimately rejected in favour of the University of Queensland.

### Highly Commended STEM ASUS Video Game Challenge 2015

This challenge consisted of creating an educational game. I created a game based on the theme of the classic arcade game 'Asteroids' with realistic gravity and inertia. Technologies employed include Unity and JavaScript.

### WeathAlert, January 2019

After talking with a friend in the agricultural industry, I used Swift in conjunction with the Open Weather Maps API to create an iOS app which automatically monitored the weather and alerted farmers when conditions were right to plant, spray or harvest rather than having to wake up hourly throughout the night to check conditions.