

JADE HARRIS

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EDUCATION:

2022 – present University of Wollongong
Bachelor of Computer Science (Dean's Scholar)
Major: Software Engineering

- **First Year (97 WAM):**
 - Semester 1
 - Programming Fundamentals (Java), Problem Solving, Systems Analysis, Database Management and Security (MySQL)
 - Semester 2
 - Object Oriented Design and Programming (Java), Networks and Communication, Introduction to Web Technology (HTML, CSS, Javascript), Human-Computer Interaction (Figma)
- **Scholarships:**
 - Westpac 100 Young Technologist
 - The William Dor Transforming Futures Scholarship in Engineering and Information Sciences
 - Dean's Scholar

2016 – 2021 Engadine High School

- **HSC ATAR 98.35**
 - Software Design and Development, Engineering, English Extension 2, English Extension 1, English Advanced, Mathematics Extension 1 and Mathematics Advanced
- **Awards:**
 - 2018 ICAS Science Distinction (top 5% of NSW)
 - 2019 Excellence in Academic Achievement
 - 2020 Excellence in Academic Achievement
 - 2021 Excellence in Academic Achievement
 - 2021 Australian Defence Force Future Innovators
- F.I.R.S.T National Robotics Competition team
- Volunteer peer tutoring (Mathematics and English)

SKILLS:

Java, Swing and AWT
C#, Winforms
HTML, CSS, Javascript
(XSLT, JSON, AJAX)
MySQL Workbench,
SQLiteStudio
Figma
Amazon Web Services
(EC2, PuTTY)
Adobe Creative Cloud
(Photoshop, Premiere
Pro)
Microsoft Office

DOCUMENTATION SKILLS

Pseudocode
UML (UMLet)

HOBBIES AND

INTERESTS:

Multiplayer video
games
Coding projects
Digital artwork
Dog training
Bush walking

SOFTWARE PROJECTS:

- **Portfolio Website (2023)**
 - Utilised HTML, CSS and Javascript to present my software and documentation projects. Also employed GitHub pages to deploy the website and GitHub repositories to upload and access the source code for each project.

- **CONNECT (2021)**
 - Completed as my major work for HSC Software Design and Development. Created a C# Winforms application that retrieved and updated data from an AWS EC2 server using the Oracle MySql.Data NuGet package. The Cloud database allowed the application to be accessed by many users simultaneously from any location. Included the creation of extensive technical documentation and a user manual, produced with Microsoft Word and Photoshop.

Full list of software projects accessible at my portofolio: <https://jadeharris737.github.io>.

EXPERIENCE:

- **Girls Programming Network (2019)**
 - Completed the National Computer Science School (NCSS) Challenge through Grok Learning in Python.
- **NSW Dept Of Education Catalyst Lab Innovation Program (2019)**
 - Selected to participate in a Problem Definition Workshop designed to help the Department better understand the challenges of 'Ethical Citizenship in the Time of AI'. Invited to give a presentation on 'What I need to know and learn to shape my world in the time of Artificial Intelligence'.
- **QUALCOMM F.I.R.S.T. National Robotics Competition Team (2018)**
 - This involved working in a team of five members to design and program a robot (using Android Studio) to complete a series of objectives (both automated and controller-based) and competing at Macquarie University. Also documenting a development report of the project, and completing outreach promoting STEM to younger students within the school.

WORK EXPERIENCE:

- **Student Placement at the Australian Institute Of Entertainment (2020)**
 - One week of learning game development skills and building a platformer in Unity.
- **Suncorp Internship (2019)**
 - Selected for a one-week intensive training program offering insight into the use of technology (specifically AI) in the banking industry. Involved in building a prototype for a budgeting app targeted at young adults and presenting a pitch to a panel including Suncorp's CFO.

EMPLOYMENT:

- **Tutoring (2022 - present)**
 - Online tutoring assisting students with Mathematics, English and Software Design and Development using Zoom, Google Docs and Google Jamboard to facilitate remote lessons. Developed organisational and collaboration skills in order to help students achieve their full potential.
- **Building, Owning, and Managing a Spigot Minecraft Server (2014-2017)**
 - Creating a website, designing graphics, configuring and altering Java plugins, advertising to build a community, and building and marketing a webstore that generated passive income. Recruiting and collaborating with a team of staff members to support the server's playerbase.