

# ADEN KNEEBONE

## Software Developer

Site <https://www.akne.dev>

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### SUMMARY

As a fresh university graduate who is familiar with various types of software and software development, it is my goal to seek out a position as a software developer to further refine my skills in. During my time at university, I have worked with many types of students, both in person, and remotely, and have been an effective team member and programmer under all circumstances.

### EDUCATION

#### Queensland University of Technology

Bachelor of Information Technology, Computer Science

Minors: Intelligent Systems, Networks and Security

*Dean's List for 5 semesters*

**2018-2021**

GPA: 6.71/7

#### Notable Courses:

- Artificial Intelligence – used search algorithms to create an agent to solve Sokoban puzzles
- Machine Learning – explored Classifiers, DCNNs, Siamese Networks, AE/VAEs, Multi-task learning
- Introduction to Robotics – explored computer vision and robotic arms using CoppeliaSim and MATLAB
- Microprocessors and Digital Systems – developed a small game for a Teensy microcontroller using C

### SKILLS

Languages Python, C, C#, Java, JavaScript, TypeScript, HTML, CSS

Libraries NumPy, scikit-learn, TensorFlow, Keras, spaCy, Pandas, Flask, React, Express, NodeJS

Software Git, GitHub, PuTTY, WSL, MySQL, SQLite, Jupyter, Google Colaboratory

Other TDD, Unit Testing, REST, Windows, UNIX, Linux, Office Suite, LaTeX, Docker

General SCRUM, Agile, Waterfall, Team Programming, Microsoft Teams

### EXPERIENCE

#### Developer

#### Bureau of Meteorology (Capstone Project)

**2020-2021**

For the QUT capstone program, the Bureau of Meteorology requested a system that utilised natural language queries to retrieve meteorological data from their gridded and non-gridded datasets. For this project, I was responsible for:

- Producing dataset and training NLP NER model using spaCy
- Developing a GUI wrapper application for the spaCy library using Tkinter
- Developing a web interface using React to make API requests for the backend server

### PERSONAL PROJECTS

- Unown GAN – Reusable REST API and Web Interface that works with TensorFlow GANs
  - REST API developed using Python and Flask; capable of utilising the model to generate single images, interpolation gifs, and zips of images generated in bulk
  - Simple SPA created using React; features a few forms and controls for interacting with the API
  - Repository: <https://github.com/akne/Unown-GAN>
- YGO-Booster (Currently WIP/Private) – Web-based Yu-Gi-Oh! TCG pack opener and deck builder
  - Created a Relational Database to store card, set, deck, and user information
  - REST API developed using Express and TypeScript, capable of retrieving sets, decks, and card information, along with handling user registration, authentication, and updates

For more projects, refer to my site <https://www.akne.dev> or my GitHub <https://www.github.com/akne>