

%YAML 1.2

name: Scott Alexander Williams

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website: swilliams.io

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github: github.com/s-williams

experience:

developer @ autograb:

- worked within a small team to develop an innovative automobile pricing react web app to a successful launch

analyst @ reemaq:

- provided key black-box quality assurance, providing feedback on styling, metrics, and security, to overseas development team to allow for a successful product launch
- migrated website to use amazon web services and localised content for an Australian audience
- developed, redesigned, and reorganised website

java developer @ evalue:

- worked as part of an agile team responsible for the development, maintenance and implementation of web applications, both frontend and backend, mostly using java, javascript and sql
- collaborated with web designers, business analysts, and actuarial testers to develop and deploy high quality, robust solutions on schedule
- developed a reusable video player web component to play personalised financial .svg experiences
- developed a spring api to update and retrieve configuration files and parameters
- developed, implemented, and tested modern reusable web components to calculate client financial needs in legacy tools

intern @ university of southampton:

- researched extensively the academic literature surrounding indoor air quality.
- improved an internet of things raspberry pi based air quality monitor
- built an internet of things wireless sensor network using esp8266 microcontrollers to monitor carbon dioxide levels

projects:

facebook chat bot:

- used google dialogflow to create a chat bot for an australian charity to respond to queries and determine risk to kidney disease

fandom website:

- developed an online web presence for a world building community, including multiple static websites and wiki
- hosted with amazon web services

personal website:

- developed a static website, serving as online repository of web-based projects and occasionally updated blog for tech related articles
- hosted with amazon web services

dissertation project:

- analysed a large dataset of screenshots of a video games to determine the best course of action for the player to take at any given moment
- written in Python using SciKit-learn and OpenCV to apply and evaluate machine learning techniques to playing a third person action video game.

education:

lonsdale institute, melbourne: Diploma of Leadership and Management #ongoing

university of southampton: bsc computer science #third year specialisation of machine learning, computer science, cybersecurity, and game design

key technical skills:

- js/html/css
- react js
- java
- python
- git
- jenkins
- docker
- agile

hobbies:

- university and post-university level amateur chess
- university level model united nations