

Education:

University of New South Wales (UNSW)
Bachelor of Aerospace Engineering (Honours)

Completed in 2019

While obtaining a degree in Aerospace Engineering, I completed courses in physics, higher mathematics, systems engineering, optimisation, programming, product development and more. I also thrived in additional activities such as performing with the UNSW theatre society, being nominated to Cultural Director of my on-campus accommodation and leading a robotics team in a university competition. Following university, I started to build games in my spare time.

Academy of Interactive Entertainment (AIE)
Diploma of Information Technology
Diploma of Screen and Media
Advanced Diploma of Game Design (Programming)

Completed in 2024
Completed in 2024
Estimated Completion 2025

In 2024, I enrolled in AIE's Advanced Diploma of Game Design (Programming) degree to grow my programming skills. I have found the course engaging and interesting and have enjoyed being able to take the skills ideas and systems that I have been teaching myself, and deepen my understanding and ability to use them.

Professional Experience:

General Dynamics, Jet Aviation (JA) Australia
CAF11 Design Engineer
CAF11 Lead System Safety Engineer

OCT 2022 – OCT 2023
NOV 2023 – Present

My role at Jet Aviation (JA) encompasses leading system safety engineers and maintaining bespoke legacy software. When I first joined Jet Aviation, I designed repairs and modifications for the ADF B300 fleet but as I had been developing my programming skills in my personal time I was asked to help maintain the team's bespoke in-house legacy software. I implemented a version control system (Git), wrote code documentation, and trained other junior engineers to maintain the code to ensure I did not become a single point of failure.

In late 2023, I took on the responsibility of Lead Engineer of the System Safety Program. To ensure program stability within a lean team I instigated a complete review and overhaul of the System Safety document suite, whereby I reviewed, updated, or re-wrote all plans, work instructions, and manuals to ensure they were usable and effective. I created process flowcharts and diagrams to improve onboarding and automated most of the program's reports to enhance speed and consistency while reducing work strain. I continue to mentor the more junior engineers and recently did a presentation on CSS.

CASG, Aerospace Simulation Management Unit (ASMU)
Dept. Portfolio Manager

AUG 2022 – SEP 2022

While at ASMU, I worked on the C-130, C-27, and KC-30 RAAF fleets' training management and simulation devices. My role was to optimise simulator systems and integrate disconnected systems to improve interoperability and reduce costs.

CASG, Airlift Systems Program Office (ALSPO)
Airworthiness Engineer and Governance Assurance Officer
Lead Airframe Structural Integrity Engineer

MAR 2020 – JUL 2021
JUL 2021 – AUG 2022

As a governance and assurance officer, I managed areas of heightened concern and liaised with stakeholders to foster improvements and achieve program stability. I was promoted to Lead Airframe Structural Integrity engineer for the RAAF C-130J and C-27J platforms, which involved higher technical and managerial demands in a fast-paced environment.

Skills:

- Clear and confident written and oral communication abilities.
- Broad technical mechanical and aeronautical engineering experience.
- An interest in finding solutions to interesting problems.
- Modelling and simulation experience.
- Strong experiences in C++, Unreal 4 and 5, VBA, JS, and other coding languages.
- The ability to perform under pressure when outcomes are unknown.
- A desire to learn, fix, and innovate.