Luka Hedt - Curriculum Vitae

github.com/PhalanxHead

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Skills and Languages

- .Net Core (C#/F#)
- Unity3D
- Typescript
- Angular
- Python
- MS SQL Server
- Azure and AWS
- Serverless Framework
- C
- Haskell
- LaTeX
- Java
- Photogrammetry
- Agile/Scrum

Employment History

- **DXC Technology - Applications Development Consultant** (2019 - Present)

  Major Projects:

  - Essential and Endeavour Energy Virtual Reality Training
    - (Unity 3D, Oculus Quest, HTC Focus 3, GitLab)
  - Unity 3D Port Simulation (Lead Developer)
  - Fitness Passport Portal (Developer and Lead Support Engineer)
    - (AWS, Serverless, MSSQL, .Net Core, Angular)
  - Racing Australia Horse Register (Azure Analyst)
  - Government Agency (Unity AR/VR Lead Developer)
    - (Azure, Unity, MSSQL, Powershell, Hololens 2)

- **St Mary's College - Computer Science Tutor** (2019)

- **University of Melbourne - Computer Science Tutor** (2018)

- **St. Mary's Newman Academic Centre - Assistant IT Staff** (2017 - 2018)

Education and Accreditation

- **University of Melbourne, Bachelor of Science**

  Major: Computing and Software Systems

Volunteering Positions

Vice President
St Mary's College Student Club (2018)

Info Tech Representative
St Mary's College Student Club (2017-2018)

Head Technician
St Mary's College, Parkville:
The Addams Family (2018)
Fame: The Musical (2017)
Legally Blonde (2016)

Theatre Technician
10 stage shows with the Horsham Arts Council, Intercollegiate Activities Council, The University of Melbourne Musical Theatre Association and St. Brigid's College.