

Education

Queensland University of Technology, Brisbane, Australia

July 2025

Bachelor of Information Technology (Computer Science) - Distinction

- Minor in IoT and Mobile Technologies

Experience

Foxtel | Advertising Inventory Coordinator

July 2023 - Present

- Managed forecasted viewership for Foxtel's Digital Inventory team, compiled multiple reports used as the source of truth for the entire team on a weekly basis. Extensively used Google Ad Manager to analyse and predict viewership.
- Developed a utility using SvelteKit (TypeScript) with Google Ad Manager integration to automate a tedious process that previously took our team ~3-4 hours to complete every week. Developed this project as a proof-of-concept outside of work hours and then presented it internally and was given approval to develop it as an internal tool. This tool is now used by the entire Digital Inventory team and is the source of truth for audience forecasting.
- Developed multiple tools for streamlining and automating processes primarily using TypeScript but with some microservices being written in Python and Go.

Foxtel | Audience & Pricing Coordinator

December 2021 - July 2023

- Managed pricing and predicted ratings for television shows across the entire Foxtel network including NRL, AFL, Cricket and Netball.
- Developed multiple internal tools with TypeScript, React, Python and Flask which were used to forecast and perform batch operations on future programs and events.

Capstone Project - Picnic Labs | Technical Lead

July 2024 - June 2025

- Lead the development of a tool used to ingest and process data related to customer addresses, and to visualise any data about said addresses.
- The tool made use of the Windmill framework with backend logic being written in TypeScript, and the frontend being a Svelte app that integrated a custom React component used to visualise GNAFs (Geoscape Geocoded National Address File) on a map.
- Worked with the Geoscape and Loqate APIs to parse relevant data, then visualised the appropriate data via AG-Grid.

Projects

Anemoi | Audience & Viewership Analysis Tool

- Developed a tool that uses the Google Ad Manager API to analyse audience numbers across varying Ad Units.
- Created an extensive REST API for interfacing with the tool programmatically outside of the user interface.
- Developed bespoke graphs using D3.js for visualising the data, and used websockets to sync state across users.
- Implemented using SvelteKit, using Drizzle for specifying the database schema programmatically and querying.

Steam Achievement Hunter | Achievement Hunting Tool

- Created a tool using SvelteKit and Puppeteer to scrape user achievement data from Steam.
- Utilised and extended upon an open-source unofficial API for *How Long to Beat?* to fetch estimated game completion time to contrast to user's played time across games.
- Deployed the website on AWS behind an Elastic Load Balancer for autoscaling and used Docker to containerize the application for easy deployment.

Deadtrack | Game Data Decoder Tool

- Developed a tool in TypeScript with Deno that decodes and analyses Protobuf messages from Valve's upcoming game, Deadlock.
- The tool also decodes custom binary formats developed by Valve, such as ubits, used to encode the game server commands.

Skills

Languages: TypeScript/JavaScript, Python, SQL, C#

Frameworks: Svelte/Kit, React, Drizzle, Node.js, Deno, Tailwind

Infrastructure/Cloud: Proxmox, Cloudflare, AWS, GCP, Oracle Cloud, Nginx, Wireguard, Tailscale, Linux

Tools/Misc: Vim/Neovim, Git, Tmux, JWT, WebSockets, Docker, Google Ad Manager, Excel