Phoenix Asange-Harper

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Professional Summary

Highly ambitious, passionate and technically skilled second-year Computer Science student at Griffith University, pursuing a double major in Algorithms & Computing and Data Science & Artificial Intelligence. Holds a Diploma in Game Development and demonstrates strong problem-solving skills through academic projects and independent software development. Experienced in C++, Python, SQL, AI & Machine Learning, with a passion for creating efficient algorithms, engaging user experiences, and robust applications. Actively seeking an internship to apply technical expertise in a collaborative, real-world environment.

Education

Bachelor of Computer Science – Griffith University, Gold Coast, QLD
Majors: Algorithms & Computing, Data Science & AI
Expected Graduation: 2027

Diploma of Screen and Media, Animation, Gaming and Visual Effects (Game Development) – Tafe Southbank
Year Completed: 2023

Technical Skills

Programming Languages: C++, Python, SQL, HTML, CSS, JavaScript, C# (foundations)
Tools & Frameworks: Git, Linux, Unity, Docker, Portainer, Proxmox, Networking
Databases: MySQL
Concepts: Data Structures & Algorithms, Object-Oriented Programming, AI & Machine Learning

Self-Directed Projects

Time Complexity Graphing Tool – C++, Python
• Built a runtime recorder and visualisation tool for algorithm performance.
• Used Matplotlib to generate comparative execution graphs.
• Designed modular code for integration into other projects.

Portfolio Website – CSS, HTML, JavaScript
• Designed and developed a responsive personal portfolio website to showcase academic and personal projects.
• Implemented clean UI/UX principles for intuitive navigation and visual appeal.
• Integrated animated elements and interactive project displays to improve engagement.
• Optimised site performance and ensured compatibility across devices and browsers.

University Projects

Team Game Development Project – C#, Unity, Autodesk Maya
• Collaborated on a fully playable game, creating 3D assets and implementing core gameplay logic.
• Delivered milestones to stakeholders using agile sprints.

Diamond Grid Encryption System – C++
• Built a custom encryption/decryption algorithm with unique scrambling logic.
• Analysed efficiency through complexity evaluation.

Algorithms Design & Analysis – C++, Python (Matplotlib)
• Benchmarked queue structures, sorting algorithms, and search systems.
• Optimised BST with AVL Tree + Hash Map (~3× faster searches).
• Built toll/distance-aware route selection using Dijkstra's variations.

Digital Logic Circuit – Logisim
• Designed a decoder-based logic system with real-time score tracking via 4-bit adder and memory.

Database Design & Implementation Group Project – MySQL
• Created an ERD, normalised schema (3NF), and implemented SQL scripts for a retail database.
• Generated queries and reports to deliver business insights.

Drug Classification Model – R (Decision Trees)
• Built a classification tree model to predict drug prescriptions from patient data with 100% accuracy on the test set.
• Extracted and translated decision paths into human-readable classification rules for interpretability.
• Applied data preprocessing, training/testing splits, and performance evaluation techniques.

Experience

• Assembled and optimised custom PCs for gaming, servers, software development, and computational workloads, focusing on efficient cooling, cable management, and component longevity.

• Configured and managed personal homelab server environment using Proxmox, Portainer and Docker

• Experimented with Linux distributions such as Arch, Ubuntu Server, to improve system administration and command-line proficiency.

• Utilised AI responsibly to streamline workflows, save time, and improve output, applying it only when relevant and ethically appropriate.