Phoenix Asange-Harper

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phoenixasange-harper.com

Computer Science student who thrives on complex challenges, building robust, high-performance software through clean architecture, systems-level programming, and algorithmic optimisation.

Experience

Junior Automation Engineer   **Gold Coast, QLD**
GCIT   Febuary 2026 - Present
- Developed backend systems using PowerShell and REST APIs, integrating enterprise platforms including Azure services, SharePoint, and external APIs to streamline operational workflows.
- Engineered features within large existing production codebases, focusing on modular design, reliability, and maintainable system architecture.
- Implemented integrations with Azure services and the OpenAI API to support AI-assisted automation and intelligent workflow processing.
- Translated business and client technical requirements into scalable backend automation solutions through the design of system workflows and API integrations.
- Collaborated with engineers and stakeholders through iterative development and code review to refine automation systems and improve operational efficiency.

Research Intern   **Macau, China**
City University of Macau – Github   November 2025 – January 2026
- Developed and maintained a complex distributed systems project in Python using PyTorch, focusing on modular architecture and clear, maintainable code.
- Created AI models (Classifiers) in a distributed system that have the ability to remove learned datasets.
- Progressed the project through iterative development and weekly code reviews with a research supervisor, refining designs based on feedback.
- Authored comprehensive technical documentation detailing the system's architecture, methodology, and a quantitative analysis of performance trade-offs

GovHack Hackathon   Brisbane, QLD
GovHack 2025 – Honorable Mention Recipient | Commhelpr - *AI for Good Track*   August, 2025
- Earned an Honorable Mention in the *AI for Good* track for developing a practical, AI-powered solution to a public sector challenge.
- Collaborated in a cross-functional team to rapidly prototype, develop, and pitch a novel application within a constrained 48-hour timeframe.

Education

Griffith University   Gold Coast, QLD
Computer Science GPA 5.8   2024-2026
Majoring in Algorithms & Computing
Awards: 2025 Academic Excellence
Relevant coursework: Object-Oriented Programming, Software Engineering, Networks & Security, AI Algorithms (LLMs, Classifiers)

Tafe Queensland   Brisbane, QLD
Game Development   2022-2024
Relevant coursework: Agile, C#, Unity, Adobe Creative Suite, 3D Modelling

Projects

Message Encryption Tool | C++, OOP | GitHub
Designed an extensible encryption/decryption application in C++ with a focus on clean class architecture and secure file I/O.

Clothing Classifier - From-Scratch Convolutional Neural Network | Python, NumPy | GitHub
Built a neural network from scratch to deepen understanding of gradient-based optimization and algorithmic efficiency.

Skills & Interests

Programming Languages: C++ (Advanced), Python (Advanced), Powershell, C#, SQL, JavaScript, HTML/CSS
Tools & Platforms: Git, Azure, Docker, Linux, Proxmox, Portainer
Concepts: Distributed Systems, Data Pipelines, Agile Development, CI/CD
Interests: 3D Rendering, Game Development, Home Lab Infrastructure, PC Building, Linux