

# Callum van der Meulen

## SKILLS

- PHP (CakePHP framework)
- Java
- JavaScript
- MySQL (phpMyAdmin)
- CSS
- HTML5
- Scripting (Python, Powershell)
- Git Version Control
- Trello
- Agile Development
- Security in Design
- Figma
- AI Integration

## WORK HISTORY

### Officeworks Frankston *Part-time Team Member*

11/23 - Current

- Assist customers with tech-related inquiries, including recommendations and troubleshooting.
- Uphold strong product knowledge to provide tailored solutions.

### Officeworks Traralgon *Casual Team Member*

11/18 - 11/23

- Maintained stationery department by keeping it organised and shelves full

## REFERENCES

Available upon request

## SUMMARY

I am a recent IT graduate from Monash University with a passion for building secure, user-centred software that delivers real value. I'm experienced in full-stack development with a focus on writing clean and maintainable code. I take pride in being a strong communicator with hands-on experience in Agile teams. I am eager to get into the IT workforce, and contribute to impactful projects and continue growing professionally in a collaborative environment.

## EDUCATION

### Monash University, Clayton - Bachelor of Information Technology

- Graduated in 2025.
- Major in Cybersecurity, Minor in Web Development
- WAM: 80.84, GPA: 3.33

## EXPERIENCE

### Industry Experience Project (Fitness Webapp) - *Project Coordinator, Developer*

- Awarded Best System (Wong Swee Soon Award) out of the 20 teams in the cohort.
- Collaborated with a client and an interdisciplinary team of 6 to create a working system tailored towards the client's real-world requirements.
- Built a full-stack MVC system using CakePHP, with PHP backend and bootstrap/CSS frontend, utilising AI library for automatic measurements from photos.
- Created and executed test cases to ensure the system aligned with requirements
- Followed Agile methodologies, having daily stand-ups with team, utilising Trello and Gitlab for organisation, and weekly meetings with client to ensure satisfaction.

### Mobile App Development - *UI/UX Designer, Developer*

- Worked closely in a professionally diverse team of 4 IT Developers to develop a study-helper mobile app, which leveraged AI by using calls to Google Gemini API.
- Conducted user surveys to validate market demand and discover relevant features.
- Built a working app prototype using the low-code Flutterflow platform.
- Gained valuable insights from experienced teammates, significantly improving my technical skills and collaborative abilities in design and development.

### Java Terminal RPG Game - *Object-Oriented Designer, Developer*

- Worked in a team to create a Role-Playing Game in Java, using the terminal to render the game.
- Designed class diagrams following SOLID principles to ensure modularity, maintainability, and have a clear separation of concerns between game components.