

JACK PRESTON

Auckland, New Zealand

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Education

University of Auckland

GPA: 8.0/9 (A)

Bachelor of Software Engineering (Hons) & Bachelor of Commerce (Finance/Management) *Auckland City, Auckland*

- **Relevant Coursework:** Object-Oriented Programming (Java), Data Structures and Algorithms, Software Quality Assurance, Software Engineering Design, Software Engineering Theory, The Entrepreneurial Mindset
- **Awards:** 140th Anniversary Academic Scholarship to the value of **\$5,000** for excellent academic performance

Katikati College: Proxime Accessit, Prefect, 1st XI Hockey Vice-Captain, Excellence Endorsement NCEA L1, L2, L3

Experience

Aeroqual

Nov 2025 – Feb 2026

Cloud Intern

Avondale, Auckland

- Refactored synchronous to asynchronous C# patterns in a production cloud platform, improving execution efficiency.
- Added validation of API documentation in CI by performing difference checks, resolving discrepancies in generated files.
- Restored CI/CD pipeline reliability by debugging Docker image resolution failures in stacked branch workflows.
- Improved backend test maintainability by migrating legacy API tests from Go to C#, and removing redundant tests.

Western Bay of Plenty District Council

Dec 2022 – Jan 2023

Engineering Services Summer Student

Tauranga, Bay of Plenty

- Tested and validated SCADA systems, helping ensure reliability and accuracy of engineering operational data.
- Converted legacy data into a secure system, utilizing Excel and virtual machines to maintain security during migration.
- Supported engineers through site visits and field data collection, and ensuring sites were functioning properly

Other: Waihi Beach Chemist – Retail Assistant (Summer 2021–22, 2023–24, 2024–25); Wilson Road Fish Shop (Jul 2019 – Nov 2023)

Projects

TrialAI | *JavaFX, OpenAI API*

[GitHub](#)

- Developed TrialAI, an interactive JavaFX courtroom mystery game where users investigate a fictional case by interviewing AI-driven witnesses and a defendant, collecting evidence, and delivering a final verdict based on discoveries.
- Implemented a state-based game architecture to control transitions between investigation, deduction, and endgame phases, improving code maintainability and making it easier to add new mechanics without tightly coupling scene logic.
- Engineered dynamic character conversations by integrating an OpenAI proxy API, enabling context-aware responses that adapt to player questions and game progression, which created a more immersive experience than fixed dialogue trees.

Monte Carlo Battleships | *Python, NumPy*

[GitHub](#)

- A terminal based battleships program which utilises a Monte Carlo algorithm for the computer player to decide its move. The player is able to place their ships on their board and make shots against the computer.

Logic Lift | *SESA x Devs Beginners Hackathon* — "Most Useful Solution" Winner

- Developed a study-focused, React web app with features like notes, quizzes, and leaderboards.
- Collaborated with a team of five to design and implement the project in less than 12 hours.
- Won "Most Useful Solution" and gained valuable experience in teamwork and full-stack development.

Technical Skills

Languages: Java, Python, C, C#, HTML, CSS, MATLAB, SQL

Technologies: React, Bootstrap, NumPy, OpenAI API, OpenAPI, Swashbuckle

Concepts: UI Design, Game Development, Web Development, Data Structures and Algorithms

Leadership / Extracurricular

Software Engineering Students Association (SESA)

Oct 2025 – Present

Social Coordinator

Auckland City, Auckland

- Planned multiple social events, collaborating with the executive team to strengthen member engagement.
- Led our Board Games Night by coordinating executive tasks, managing event logistics, and ensuring successful execution.

Web Development & Consulting Club (WDCC)

Nov 2025 – Present

Industry Executive

Auckland City, Auckland

- Collaborated to plan and organize multiple industry events, including technical and career development workshops.
- Presented at our Web3 workshop, designing the presentation deck and delivering an engaging session for attendees.

2025 Red Bull Trolley Grand Prix

Oct 2024 - Feb 2025

Head of Design for "The Flopper"

Auckland City, Auckland

- Designed the "The Flopper", a drivable Jandal, which was a unique idea never seen before at the competition.