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# Ollie Lynas

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## ABOUT ME

I love to keep busy and I love to create things, so picking engineering was an easy choice. I decided to specialize in software engineering because it made creating things I could be proud of easy. This love of creation also led me to discover my other hobbies like photography. I am also passionate about teaching, which stems from my part-time job as a trampoline and gymnastics coach. In my spare time I do competitive trampolining, recently winning the Jr International category.

## LINKS

Linkedin - [www.linkedin.com/in/ollie-lynas](https://www.linkedin.com/in/ollie-lynas)

GitHub - <https://github.com/ollielynas>

Website - <https://ollielynas.com>

Itch - <https://ollie-lynas.itch.io/>

## EXPERIENCE

### Tri Star Gymnastics – Coach

March 2022 – PRESENT

My tasks and responsibilities include the following:

- Planning and executing lesson plans for groups of children between the ages of 2 and 14, and in groups of up to 12.
- Teaching kids the skills required to move from a recreational level to a competitive level.
- Working one on one with kids who have learning disabilities and adapting to their needs.
- Being the only first aid qualified person on site at times, and being ready to respond to emergencies
- Working collaboratively with other coaches to solve problems and overcome challenges.

## EDUCATION

### University of Auckland – Bachelor of Engineering (Honours)

February 2024 – October 2027

I am currently in my second year of my degree. I am specializing in software engineering.

## PERSONAL PROJECTS

**Scrapbook Creatures** - JS <https://ollielynas.com/scrapbook>

This website allows users to create their own Top Trumps cards by combining clippings of royalty free biology sketches. Users can then share these using generated links which encode all of the information on the card.

**QuantumChess** - Rust <https://ollie-lynas.itch.io/quantum-chess>

Quantum chess is a terminal game that follows a modified chess ruleset, taking artistic inspiration from quantum uncertainty principles.

**ReAnimator** - Rust <https://ollielynas.com/reanimator>

This is a node based visual effect generator. It has the following features:

Nodes to run GLSL shaders for effects like gaussian blur, Automatic updates based on the latest release version on github, Ability to export projects to a custom file type, Support for custom ffmpeg commands to parse input files, cross platform support, batch file processing.

**Untitled Pixel Game** - Rust [..as.itch.io/unammed-pixel-game](https://ollie-lynas.itch.io/unammed-pixel-game)

This Game is a 2D singleplayer sandbox game with the following features: A shader pipeline, multithreaded water pressure and sand simulation, crafting system, and custom lighting engine. I created this project in collaboration with another student.

## TOOLING AND TECHNOLOGY EXPERIENCE

**Backend** - Java, Python, Rust

**Frontend** - CSS, HTML, Javascript, Typescript

**Other** - GLSL, R, Matlab