Mitchell Treeves

Contact

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Education

University of Technology Sydney

Bachelor of Engineering (Software)

(2019 – 2023)

WAM: 87.44 (First Class Honours)

GPA: 6.47 / 7.00

Technical Proficiencies

- Java
- C++ and C
- Typescript and JavaScript
- SQL

Referees

David Clark

Software Engineering Manager

Google

0413 055 425

Simon Zinsli

Senior Manager

Macquarie Group

0405 809 946

Work Experience

Software Engineer

Kellogg Brown and Root Pty Ltd

June 2021 - Currently Employed

- Engineered critical device workflow functionality, enabling ADF operators to preplan, bulk-load, and manage modem and switch configurations across their global SATCOM networks.
- Assumed key leadership responsibilities following the departure of senior engineers, driving release planning, task prioritization, and project reporting to ensure successful delivery and project closure.
- Built internal tooling to version, audit, and distribute in-house software such as device drivers across multiple development environments, improving traceability and deployment efficiency.
- Expanded and optimized network device configurations, increasing flexibility in service provisioning and supporting large-scale, distributed SATCOM infrastructure.
- Optimized high-impact database queries, reducing execution time from 30 seconds to under 100 milliseconds, improving system performance, reliability, and scalability for mission-critical operations.

Projects

OzGolf

- Designed and developed a scalable backend system that automatically ingests and processes golf competition data from local clubs, enabling seamless nationwide match play competitions.
- Optimized data processing workflows, reducing computation time and improving efficiency in handling large-scale player performance datasets.
- Implemented a dynamic leaderboard system that encourages engagement by automatically syncing scores in real-time, leveraging cloud-based architecture to enhance user experience and performance.

Rubbish Detection using YOLOv8

- Developed and trained a YOLOv8 deep learning model using transfer learning, adapting a UAVVaste dataset to detect waste in Australian environments.
- Collected, annotated, and processed custom training data from Georges River National Park, Sydney, enhancing model accuracy and real-world applicability.
- Achieved top marks (95/100) in the Engineering Capstone project, recognized for excellence in computer vision research and AI-driven environmental solutions and listed on the Deans list.