

Tobias Collier

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Education

University of Western Australia

November 2027

Bachelor of Engineering (Honours) in Automation and Robotic and Bachelor of Science in Computer Science

GPA: 6.30

Technical Skills

Languages: C, C++, Python, Java, GDScript, MATLAB, JavaScript (Node.js)

Robotics & Engineering: ROS2, Gazebo, ESP32/Arduino, Autodesk Fusion, EasyEDA, LTSpice

Software & DevOps: Git, Maven, Tailwind CSS, Linux (Ubuntu), Agile/Scrum

Projects

Autonomous Sumo Battle Bot (Team of 4)

October 2025

- Using an ESP32 as the base of the bot we built a sumo battle bot that placed 2nd in a competition of 50 different teams in a double elimination style tournament.
- Integrated multiple control schemes including PID to control the motors to ensure straight driving, and an IR-based Bang-bang controller to lock on to target bots
- Designed the chassis, ramp and wheels in 3D software to be 3D printed. These designs went through many iterations and tests to optimise the bot to have a low centre of gravity, and be flush with the floor

MythosCraft

October 2020 – December 2024

- Managed a community of 1,000+ total players, peaking at 200+ concurrent users during feature launches.
- Architected a Java-based plugin framework using Maven and IntelliJ, coordinating version control through GitHub for a team of 4.
- Defined the development roadmap and sprint cycles to ensure consistent bi-weekly content releases.

39th Warmann Competition

February 2026 – Present

- Designing a scissor-lift mechanism powered by a rack-and-pinion actuator to lift payloads 1.0m vertically.
- Developing an Arduino Mega2560 control system for a wide-sweep scoop designed to maximize capture probability in pre-programmed zones.

Work Experience / Volunteering

University of Western Australia

February 2026 – Present

Lab Facilitator

Crawley

- Facilitating lab sessions for 50+ students, teaching low-level networking concepts including ALOHA, CSMA/CD, and packet switching.
- Assisting in the debugging of graphics rendering pipelines across multiple machines and environments

Coders For Cause

November 2025 – February 2026

- Worked with a large team of developers to build the website for the UWA Game Development club using Tailwind CSS and React under a strict ESLint testing suite
- Integrated playable web games into the site architecture, optimizing for cross-browser performance.
- Worked to add stylistic details into the page
- Used an agile framework to integrate features quickly, working with GitHub issues and pull requests

Tradewinds

September 2023 – February 2026

Bartender

Fremantle

- Managed the bar for both corporate and personal events, including setup, pack down and beverage service and recommendations
- Handled unruly customers and followed RSA guidelines to ensure events were compliant with current law, including cutting people off, calling taxis for people and reporting suspicious behaviour to management

Teach Learn Grow

November 2024

Tutor

Nullagine, WA

- Worked with a team of likeminded students to help tutor maths, English and coding skills to primary school students out in regional Western Australia
- Developed lesson plans and worked with teachers to maximise the benefit of the program for the kids
- Delivered an "Hour of Code" curriculum to regional primary students, teaching computational logic via Minecraft-based block programming.

Freelance / Hobbies

Freelance

October 2023 – Present

Video Editor

Remote

- Produced high-conversion game trailers for titles such as OnOrbit, focusing on technical storytelling and visual pacing.

Ultimate Frisbee

June 2024 – Present

UWA Engineering Club

UWA

- Work with a variety of game development companies to storyboard, record and edit trailers for their video games