Alexander Wells

Email: amwells2003@gmail.com | Mobile: +64 22 694 2596 | GitHub: github.com/xelasrc
| LinkedIn: linkedin.com/in/alexander-wells-b0a5aa309

Profile

Graduate software engineer with industry experience delivering AI-driven data solutions at Methanex. Strong foundation in backend development, data engineering, and applied machine learning, with additional experience building full-stack and mobile applications. Seeking graduate software engineering opportunities in Australia.

Education

Victoria University of Wellington, New Zealand

Bachelor of Engineering (Hons) in Software, AI Specialisation   Expected Graduation: May 2026

Key Skills

- Language & Frameworks: Python, Java, TypeScript, SQL
- Frameworks & Libraries: FastAPI, React, Node.js, scikit-learn, PyTorch
- AI / Data: Machine Learning, NLP, LLM Integration, Data Pipelines, Model Evaluation
- Tools & Platforms: Git, Docker, Firebase, OpenAI, Rest APIs

Experience

Data Science & Analytics Intern | Methanex NZ   Nov 2025 – Feb 2026

- Designed and built a pilot AI-driven Risk-Based Inspection (RBI) system to evaluate and prioritise industrial assets across multiple production sites.
- Determined system architecture and selected relevant asset data to implement benchmarking asset equivalent "sister" assets.
- Developed data processing pipelines to clean and structure asset datasets for modelling and analysis
- Built an internal AI chatbot using the Azure OpenAI API to enable natural language querying of RBI insights, collaborating with engineers and stakeholders to refine requirements.

Projects

AI Interview Simulator

Python, FastAPI, OpenAI API, Reactf

- Building a web application where users can upload their CV and Job Description and go through a simulated interview. Then are given evaluations based on their responses.

AI Gym Mobile App | React Native, Firebase, TypeScript, OpenAI API, GitLab

- Developed a mobile app to help users track workouts and receive AI-generated insights.

Hobby Detectives Game | Java, JUnit, GitLab

- Created a Cluedo-inspired game, implementing game logic and a graphical interface.
- Collaborated in a team of five over six months, practicing agile workflows and code reviews