

# Tove Hardner

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I believe I am uniquely positioned as having strong experience in a range of data and analytics tools and methodologies as well as having strong social sciences and humanities skills. I have developed these skills and experiences through remote data opportunities, video game industry experience, event management for community groups, undergraduate and post-graduate education, and winning a scholarship in a pilot data analytics boot-camp program (a partnership between General Assembly and Digital Skills Organisation (Federal Government)). I am particularly driven by working within digital communities and using technology and data to create innovative and positive social change.

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## KEY SKILLS

- Analytical and critical problem solver
  - Intermediate to advanced experience with SQL, Tableau, Excel, Power BI and Python.
  - A range of management experiences, in community, event and project management
  - Skills in insight and data communication
  - Interpersonal and intercultural communication
  - Research, communication and writing skills developed at university
  - Strong digital literacy across several tools
  - Internal and external stakeholder experience
  - Motivated by collaborative opportunities
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## EDUCATION

2021

### Data Analytics Immersive – Full Time Jan-April 2021

GENERAL ASSEMBLY / DIGITAL SKILLS ORGANISATION - REMOTE

- 9-Week Immersive fulltime bootcamp in data analytics

Developed key data analytics, insight building and data communication in this scholarship pilot work experience program.

*Skills gained:* ProsgreSQL, SSOL, python (including: fundamentals, pandas, numpy, matplotlib), Tableau, Power BI, Microsoft Excel (including: pivot tables, VLOOKUP), Google Analytics.

2020 - present

### Post-Graduate Diploma of Digital Communications – Part Time to July 2022

QUEENSLAND UNIVERSITY OF TECHNOLOGY (QUT) – BRISBANE

- Postgraduate Diploma in Digital Communications

Focus on building analytic skills, mastering industry and academic methodologies around digital communications, misinformation and IT studies, and a strong foundation in digital governance.

*Skills gained:* building chatbots, analysing automated behaviour, audience analytics, web scraping, using NVIVO, CrowdTangle, social media analytics, storytelling with data, digital cultures, using APIs, Tableau, python, and data visualisations.

2013 - 2018

### Bachelor of Communications / Bachelor of Arts – Graduated Nov. 2018

UNIVERSITY OF QUEENSLAND (UQ) – BRISBANE

- Bachelor of Communications (Major: Communication Media and Culture)
- Bachelor of Arts (Major: Film & Television Studies | Minor: Anthropology, Psychology)

Strong focus on the growing digital media industries from both a social and cultural human relations perspective and a digital-communications and platformisation perspective.

*Skills gained:* research and writing, statistics, critical thinking, humanities, intercultural communication, psychological research and methodology, media history and trends, ethnography and qualitative methodologies, digital trends, AI and machine learning, marketing and PR, and, strategy and policy writing.

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## WORK HISTORY

2020 - present

### Founder and Key Facilitator

PLATFORMATIVE - REMOTE

- Founder of digital and social tech collective Platformative, alongside other young digital natives.
- Key events include: a bimonthly podcast, workshops and a monthly book club.

2021

### Data Analytics Immersive

GENERAL ASSEMBLY / DIGITAL SKILLS ORGANISATION - REMOTE

- Gained industry standard skills in SQL, Python, Tableau, Power BI, and Excel.
- Worked with industry experts, gained valuable industry experience, and picked up a range of experience in data science tools.
- Worked on numerous projects with real life clients and gained strong experience within data project teams as well as experience working with data and stakeholders.

- MAR, 2020 **Consultation Opportunity**  
*PENCILS OF PROMISE – INTERNATIONAL*
- Opportunity to lend consultancy and expertise knowledge of ways for non-profit organisations in adapting to various streams of the video game industry for fundraising opportunities.
- 2018 - 2021 **Staff - Media Team (January – April 2018) / Staff - Community Team (April 2018 – July 2020) / Volunteer Staffer (July 2020 to July 2021)**  
*RUSTAFIED – INTERNATIONAL*
- Worked as a remote part-time worker through junior to senior level roles in the Community team, running several events that collectively raised close to half a million dollars for a variety of charities.
  - Policy writing, stakeholder engagement, community management and facilitation, data analysis, wrangling and gathering, survey design and implementation, and stakeholder management.
- 2018 - 2019 **Staff/Assistant to Team Owners**  
*THE ADDICTED GAMERS – INTERNATIONAL*
- Esports and streaming team management staff member that worked on talent recruitment and coordination. Project management, community management and stakeholder engagement.
- SEPT, 2018 **Melbourne Esports Open/ESL Internship**  
*MELBOURNE ESPORTS OPEN – BRISBANE/MELBOURNE*
- Gained project management, event management, professional networking and stakeholder communication skills in this collaborative internship with Electronic Sports League (ESL).
- 2016, 2017 **Co-Lab Workshop Participant (Queensland State Government)**  
*DEPARTMENT OF TRANSPORT AND MAINROADS – BRISBANE*
- Worked alongside industry experts and leaders within small collaborative teams. Gained key focus-group, marketing and policy framework experience.

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## VOLUNTEER EXPERIENCE

- 2020-present **HASS Mentoring Program – Mentor**  
*UNIVERSITY OF QUEENSLAND – BRISBANE*
- Alumni mentor assisting current students within the Faculty of Humanities and Social Sciences (HASS). Currently have worked with domestic and international students on employability, personal development, skill analysis, digital literacy and how to translate university skills into careers.
- FEB, 2019 **Language Mentor (Adults program)**  
*ANGLOVILLE – WARSAW, POLAND*
- Gained intercultural, whilst also training in writing memos and reports on my students' improvements or impairments during the course, building up critical management skills.
- 2016 – 2018 **Members Liaison (2016) / Events Coordinator (2017) / Vice President: Merchandise and Events (2018)**  
*UQ YOGA AND MEDITATION CLUB – BRISBANE*
- Key social media management, community-building, digital marketing, and management experience. Strong project management, communication, and organisational experience across a variety of internal and external roles.
- 2012 – 2018 **Event Volunteer (2012 – 2016) / Committee Member (2016 – 2018)**  
*SCANDINAVIAN FESTIVAL – BRISBANE*
- Experience in project management and community engagement over six years for this annual cultural festival with crowds over 15,000 people.
- 2010 – 2017 **Event Volunteer (2010 – 2017) / Vice-Treasurer (2016)**  
*SWEDES DOWN UNDER INC – BRISBANE*
- Regular and reliable volunteer active throughout development, planning and execution of events whether as event staff or as vice-treasurer.

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## PERSONAL DEVELOPMENT

- AWS She Codes (Feb – April 2021)
- EntryLevel: Data Analyst 2 (April 2022 – present)
- Feminist AI book-club (March – July 2020)
- GA Mentee (Feb 2021 – present)
- HASS Mentor (Jan 2020 – present)
- INCO: Get into Tech (April 2022 – present)
- She Codes Brisbane (May 2020)
- She Pivots (Feb 2021 – June 2021)
- TAFE Micro-courses (April 2020)

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## DIGITAL LITERACY

- Analytics software including: DB Browser, PostgreSQL, MySQL, SSQL, Tableau, Power BI, Google Analytics, Gephi, Leximancer
- Python, including: fundamentals, loops, predictive modelling, pandas, numpy and matplotlib
- Microsoft Office suite (including Excel, Access and Power BI)
- Collaboration and project management software including: Slack, Ryver, Asana, Trello, Miro, Figma, Jira
- Creative software including: Adobe Creative suite, Canva
- Digital marketing tools, including: Mailchimp, Facebook and Instagram for business
- Discord and Twitch (moderation and creator)
- Web design tools including: Notion, basic HTML and Wordpress

## REFERENCES AVAILABLE ON REQUEST