

EDUCATION

University of New South Wales (UNSW) | WAM: 81.423

Feb 2022 - Present

- Bachelor of Software Engineering (BE) - Honours
Course Work: Computer System Fundamentals, Data Structures and Algorithms, Database Systems, Discrete and Finite Mathematics, O-O Design and Programming, Software Engineering Fundamentals
- Bachelor of Commerce (Finance)

Cherrybrook Technology High School | ATAR: 97.60

Feb 2016 - Nov 2021

EMPLOYMENT

Telemetry Project Manager, Intern

FSAE-A: Redback Racing

Jan 2025 - Present

- Manage +7 software engineers across data analytics, cloud ops, streaming, database management, simulations, testing and live telemetry.
- Design technical assessments for over three dozen applicants, conduct interviews, upskill engineers on design practices/devOps, and document system designs.
- Assign work to engineers, schedule weekly project meetings, report to data acquisition department leads.

Software Engineer, Intern

FSAE-A: Redback Racing

Sep 2023 - Dec 2024

- Designed, developed and maintained database management systems for storing MF4 files and CAN data using DynamoDB, AWS S3 and AWS console - helping race engineers to manage 100s of log files.
- Refactored/redesigned the entire Spyder Next/React JS web application and transitioned its component libraries from MUI to Shadcn/ui components, improving usability and eliminating technical debt.
- Co-designed and implemented vehicle setup sheets service which employs AWS S3 to store vehicle configuration data alongside MF4 files.

Store Assistant

Aldi

Sep 2022 - Present

PERSONAL PROJECTS

Portfolio Website

Aug 2024 - Dec 2024

- Developed a portfolio website for displaying projects and contact info using Next JS, Framer Motion for animations and Matter JS for interactive 2D Physics.
- Deployed project using Vercel for hosting with the UI designed in Figma.

Emberscape

Sep 2023 - Present

- Developing a 2D rougelike in the Godot game engine using C# and Aseprite for custom art.
- Implements an inventory management system, custom fishing mechanics, resource gathering etc. using Godot's signal pattern and O-O design principles.

Crab Crawler

Aug 2022 - Oct 2022, Oct 2024

- Developed a 2D platformer in the Unity game engine using C# - showcases a state-based animation sytem, cross platform input handling and a robust save system that works across deployments.
- Deployed Crab Crawler as a WebGL game via github pages which is playable in browser.
- Integration with custom art designed in Aseprite, alongside custom music and sounds.

SKILLS

- Languages:** Javascript, Typescript, Java, C, C#, Python, R, Dafny, MIPS, SQL, CSS, HTML
- Frameworks:** PostgreSQL, Next JS, React JS, Express JS, Node JS, Tailwind CSS, MUI, Shadcn/ui
- Version Control:** Bitbucket, Github, GitLab
- Cloud/DevOps:** Docker, AWS Console, AWS S3, DynamoDB, API Gateway, AWS Lambda