

Amanda Goh Shi Zhen

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PROFILE

I am a third-year student pursuing a Bachelor of Computer Science at Monash University Malaysia. Eager to secure an internship opportunity in the tech industry. Additionally, I possess strong communication skills and a deep sense of responsibility, allowing me to work efficiently both independently and collaboratively. I demonstrate exceptional self-discipline and constantly striving to enhance my technical and interpersonal skills.

EDUCATION

Monash University Malaysia

- Bachelor of Computer Science Mar 2022 - Jun 2025
(Expected Completion)
◦ Relevant Modules: Object-oriented Design and Implementation, Mobile Application Development, Algorithm and Data Structures, Databases, Software Engineering Process and Management, Theory of Computation

Monash University Foundation Year (MUFY)

- CGPA: 3.45/4 Jan 2021 - Nov 2021
• Relevant Modules: English, Mathematics, Additional Mathematics, Information and Communication Technology

LANGUAGES & TECHNICAL SKILLS

- Language skills: English (Fluent), Chinese (Native)
- Technical skills:
 - Programming Languages: Python, Java, JavaScript, TypeScript, SQL
 - Web Technologies: HTML, CSS
 - Development Tools: Android Studio
 - UI/UX Tools: Figma, Canva
 - Others: Object-Oriented Programming (OOP)

PROJECT

A "rogue-like" Game, Project manager

Jan 2023 - Jun 2023

- Directed a team of 3 in the design and implementation of a "rogue-like" game using Java and Object-Oriented Programming (OOP) principles, including encapsulation, inheritance, and polymorphism to ensure the development of scalable and maintainable codebase.
- Spearheaded the integration of features including enemy AI, and diverse game maps with unique attributes.
- Managed project timelines, allocated resources effectively, and ensured adherence to milestones.

Task Master, Scrum master

Jul 2023 - Nov 2023

- Guided a team of 6 in the development of a collaborative task management website utilizing Agile methodologies.
- Implemented Agile practices with tools such as Trello and Firebase, facilitating effective sprint planning and task assignment.
- Demonstrated proficiency in web technologies including HTML, CSS, and JavaScript to deliver a user-friendly and efficient platform.

Tetris

Jul 2023 - Nov 2023

- Engineered a Tetris game using TypeScript and adhering to Functional Reactive Programming (FRP) principles.
- Implemented immutability and high-order functions to enhance code clarity and maintainability.
- Leverage FRP libraries such as RxJS to optimize game mechanics and user experience.
- Demonstrated expertise in functional programming paradigms, contributing to the advancement of the project.

EXPERIENCE

Kitahack Hackathon, UI designer	Jan 2023 - Feb 2023
<ul style="list-style-type: none">Participated in Kitahack, a prestigious nationwide event organized by GDSC Malaysia, aimed at addressing the United Nations Sustainable Development Goals.Developed the concept and proposal for Attendify, an attendance recording application aligned with Goal 4: Quality Education, aimed at fostering inclusive and equitable educational opportunities.Designed a comprehensive feature set for Attendify, including lesson resources, student aid services, community engagement tools, student attendance tracking, and detailed attendance reporting to enhance educational management.Utilized design platforms such as Canva and Figma to create mockups and prototypes, ensuring an intuitive and visually appealing user interface for Attendify.	

CO-CURRICULAR ACTIVITIES

Publicity, School Of Information Technology (MUSA SOIT)	Jan 2024 - present
<ul style="list-style-type: none">Spearheaded the design and creation of promotional posters for various events organized by the School of Information Technology.Managed the dissemination of promotional material through the official Instagram account, ensuring effective reach and engagement.Collaborated with team members to develop visually appealing and informative content to attract a wider audience.	