AMANDA GOH SHI ZHEN

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PROFILE

I am a Bachelor of Advanced Computer Science student at Monash University Malaysia with a strong interest in software development and data-driven problem solving. I am seeking a part-time opportunity in the tech industry where I can apply my technical skills while continuing to grow professionally. I am highly disciplined, responsible, and able to work effectively both independently and in collaborative team environments.

EDUCATION

Monash University Malaysia   Mar 2022 - Jun 2025
- Bachelor of Computer Science
    - Relevant Modules: Object-oriented Design and Implementation, Mobile Application Development, Algorithm and Data Structures, Databases, Software Engineering Process and Management, Theory of Computation

Sunway College, MUFY (Monash University Foundation Year)   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

PROJECT

A "rogue-like" Game, Project manager   Jan 2021 - Nov 2021
- 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

- 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.

RMAICT, Software Developer Intern
Nov 2024 - Feb 2025

- Built and enhanced full-stack web applications using Vue.js, Laravel, PHP, Python, HTML/CSS, and the Yeppy framework in a production environment.
- Improved UI/UX workflows by implementing dynamic validation logic and flexible AND/OR conditional workflows, reducing user errors and increasing usability.
- Designed and implemented API integrations and Webhook functionality to fetch, process, and display external data within enterprise systems.
- Collaborated with senior developers on system integration, security, and data migration planning, following professional coding standards, Git version control, and QA practices.

CO-CURRICULAR ACTIVITIES

Publicity, School Of Information Technology (MUSA SOIT)
Jan 2024 - Dec 2024

- 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.