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 - Current
- 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
- Github link: https://github.com/Amanda9601?tab=repositories

EXPERIENCE

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, supporting automated data pipelines.
- Collaborated with senior developers on system integration, security, and data migration planning, following professional coding standards, Git version control, and QA practices.

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.

PROJECT

The Fiery Dragon, Board Game
Jul 2024 - Nov 2024
- Developed a collaborative project (3 members) implementing dynamic player identities that update based on tile state.
- Engineered a card-driven movement system where card flips trigger conditional player advancement based on matching states and counts.
- Designed special tile mechanics and turn timers, including backward movement, position swapping, and time-limited turns for real-time gameplay.
- Implemented game session management with save, resume, reset, and quit functionality; tracked progress to complete full round cycles.

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.

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.