XINHANG(HANK) LI

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EDUCATION

University of New South Wales   **Feb 2023 - May 2025**
Master of **Information Technology** (**AI** Specialisation)
Courses: Programming, Software Dev, Data Structures & Algorithms, Computer Graphics, Human-Computer Interaction, Neural Networks & Deep Learning, Machine Learning & Data Mining, Database Systems

Fujian Agriculture and Forestry University   **Sep 2017 - Jun 2021**
Bachelor of Food Safety

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C, C#, HTML, CSS
Frameworks & Databases: React.js, Next.js, .NET, Node.js, PostgreSQL, MySQL, SQL server
Tools & Platforms: Git, Docker, Unreal Engine 5, Figma, TanStack Query, Swiper.js

PROJECTS

EHotel Management System - C# | ASP.NET | SQL Server   **Jul 2025 - Jul 2025**
- Developed a desktop hotel management system using **C#** and **.NET**, featuring user login, role-based access control, and room management workflows
- Implemented secure authentication for admin and users, dynamic room **CRUD** operations, and SQL-based data binding with **GridView** for real-time updates
- Designed modular web forms with validation, exception handling, and database integration using **SQL Server** and **ASP.NET** Web Forms

AI Chatbot for Student Enquiries - Next.js | RAG | Python | Supabase | Docker   **Feb 2025 - May 2025**
- Developed **Python RESTful APIs** using **object-oriented programming** to encapsulate chatbot logic, manage user context, and handle database operations
- Built responsive front-end interfaces using **Next.js** (**React** + **TypeScript**), **HTML**, and **SCSS**
- Reviewed, cleaned, and uploaded structured data to a **PostgreSQL** database using **Supabase** and **Drizzle ORM**, ensuring accurate storage and efficient queries
- Followed testing best practices during chatbot development, including **manual test planning** and **scenario-based validation** of API endpoints
- Designed and implemented a **retrieval-augmented generation** (**RAG**) pipeline using **Python** and **Faiss**, combining semantic and keyword retrieval to power accurate **AI chatbot** responses
- Collaborated in a **team-based Agile development** environment with regular sprint planning, task division, and iterative feature delivery
- Managed version control with **Git**, deployed full-stack apps using **Docker**, and coordinated team workflows via **Jira** following **ITIL-style** escalation and communication practices

Open-World Adventure Game - Unreal Engine 5 | Blueprints | Nanite | Lumen   **Sep 2024 - Dec 2024**
- Built a third-person open-world adventure game in **Unreal Engine 5**, using Blueprints scripting
- Designed advanced wall-climbing and parkour systems with **IK-based animation blending**, **root motion handling**, and dynamic **ledge detection**
- Implemented stealth mechanics including **AI enemy perception** (sight and sound), dynamic hiding spots, and alert state transitions
- Created large-scale modular environments with **Nanite meshes**, **Lumen** global illumination, and physically-based material workflows
- Developed interactive world objects (e.g., walls, wands) using collision channels and custom trigger volumes for event-driven interactions
- Optimized performance using level streaming, **hierarchical LODs**, and foliage instancing for seamless large-world exploration
- Integrated dynamic weather and day-night cycle systems to enhance immersion and environmental storytelling

WORK EXPERIENCE

Product Operations Intern - I Ching Walkers Australia Pty Ltd, Sydney, Australia   **Mar 2024 - Jun 2024**
- Operated and managed a Southeast Asian folk worship and prayer rituals application to boost daily active users, designed user growth campaigns, and improved feature engagement
- Participated in ideation and planning of new app features, providing user experience reports and iterative improvement suggestions