Ashaen Manuel

Bachelor of Computer Science Student

Melbourne, Australia

My Website

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SUMMARY

A motivated and personable student pursuing a Bachelor of Computer Science with a Major in Games Development. Excellent written and oral communication skills. Successfully captained the Chess team and managed the budget of the ICT Club. Proven to be a reliable, accomplished and collaborative individual, thriving in team environments through active participation in sports teams and administering the current role of Secretary for the University Chess Club.

EDUCATION

SWINBURNE UNIVERSITY OF TECHNOLOGY

Bachelor of Computer Science, Major in Games Development, 2023 - 2025

- Current GPA: **3.44**/4.00
- Current Secretary of the Swinburne Chess Club 2023/2024

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High School, 2009 - 2022

- Pearson Edexcel A-Level: **A*AAA** (Further Mathematics, Physics, Information Technology, Mathematics)
- School Chess Captain for Under 13, 15, 17, 19 age groups
- Assistant Treasurer of the ICT Society 2021/2022

PROJECTS

Melbourne House Price Predictor

- Developed a website featuring interactive visualisations of the Melbourne housing market. Users can input various factors affecting house prices and predict prices using a custom Machine Learning model developed using Python.
- Technologies: HTML, CSS, Python, JavaScript using D3.js, Excel, Visual Studio Code, Git
- GitHub Link: https://github.com/AshaenM/Melbourne-Housing-Price-Predictor

Chess Puzzle Solving AI

- Developed a personal project application using AI search algorithms to solve Chess puzzles in Python. Applied advanced problem-solving techniques and AI methodologies to enhance the puzzle-solving process.
- Technologies: Python, Pygame, Minimax, Alpha-Beta Pruning, Depth First Search, Visual Studio Code, Git
- GitHub Link: https://github.com/AshaenM/Chess-Puzzle-Solver

Friend System Website

- Worked on a project where users can sign up, log in, manage friends, and interact through a secure session-based system to demonstrate a high understanding of SQL queries and PHP coding concepts.
- Technologies: PHP, MySQL, HTML, CSS, Visual Studio Code
- GitHub Link: https://github.com/AshaenM/Friend-System

Quantum Mechanics Chess Game

- Recreated the classic Chess game incorporating Quantum Mechanics, allowing pieces to exist in superposition and showcasing advanced programming concepts.
- Technologies: Python, Pygame, Visual Studio Code, Git
- GitHub Link: https://github.com/AshaenM/Quantum-Chess

SKILLS

- **Programming Languages**
  Python, C++, JavaScript, C#, Kotlin, Ruby, PHP, SQL, MySQL, HTML, CSS
- **Software Development Tools**
  GitHub, Visual Studio, Visual Studio Code, Android Studio
- **Management Tools**
  Confluence, Jira

Certificates

- Entrepreneurship & Innovation: Web Development Job Simulation
- Introduction to C# Programming and Unity
- Discovering Godot: Make Video Games in Python-like GDScript
- Android Game Development with Godot Engine – Create 5 Games!

WORK EXPERIENCE

Room Attendant

Sage Hotel Melbourne
Ringwood
05/2023 – Present

- Maintain high standards of cleanliness and guest comfort by preparing rooms with attention to detail.
- Effectively manage time to complete cleaning tasks promptly while ensuring guest satisfaction.

VOLUNTARY EXPERIENCE

Community Service

Swinburne Chess Club
11/2023 – Present

- Organised weekly meetups for Swinburne students to socialise and play Chess.
- Coordinated larger events, including tournaments with prizes, involving students from Swinburne and other universities.