

DELIA KOK

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TECHNICAL SKILLS

- **Programming Languages:** C#, C++, Python, Java, HTML, CSS
 - **Project Management:** Agile Methodologies and Trello
 - **Web Development:** React and Node.js
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RELEVANT EXPERIENCE

VR Project Internship, Deakin University

Nov 2024 - Jan 2025

- Integrated real-time bike hardware data with Unity VR project for CycleCave system, enabling smooth interaction and accurate live feedback.
- Built a data-logging pipeline for the CycleCave database, exporting required telemetry into Excel to meet client deliverables.
- Developed KAT VR walking system, connecting hardware movement to the Unity / VR games in real time and producing documentation for future developers.
- Set up and configured Captury Live motion-capture system, including connecting the multiple cameras for the required app and documenting the work so far for successors

Project SunCycle Redback Operations (Capstone), Deakin University

Mar 2024 - Oct 2024

- Delivered Unity tasks for gamified VR missions and promoted to project leader, managing 20 membered team to complete milestones through sprints
 - Collaborated with senior leaders to define project strategy and execution plans that improved development efficiency.
 - Led brainstorming sessions contributing in innovative VR mechanics and gameplay enhancements.
 - Facilitated team members, improving overall team efficiency by reducing time in finishing certain tasks
 - Mastered Unity from scratch, learning well to implement 2 fully functional missions for the VR project
 - Demonstrated leadership, guiding the team of 20 members through critical phases and risk assessments of the project and ensuring timely completion
 - Developed project management and digital experience.
 - Developed with technology such as VR equipment for the project.
 - Performed testing, debugging and quality assurance for Unity components to maintain project stability.
 - Managed project infrastructure, including source control through GitHub and documented VR work through research about missions and gamified functionalities
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EXTRA-CURRICULAR ACTIVITIES

Volunteer (Food Packaging and Inventory), Empower

May 2025 - Present

- Collaborated with a team of 10 members to effectively sort and pack more than 100 food packages, showcasing strong organizational skills, attention to detail and effective coordination
- Collaborated in a small team of 2 – 3 members in inventory with stacked food stuff on shelves for customers in real time to ensure it does not run out
- Acted as a personal shopper for customers, through clear communication while browsing the shelves and accommodating to what food can be taken, how much and so forth

- Drafted the events and volunteering opportunities for DVH in newsletter
 - Coordinated with other volunteers in Edgar’s Mission, mucking out animal shelters
 - Coordinated with other volunteers the whole week for Bento’s Box, cooking and selling the bento boxes to students
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EDUCATION

Bachelor of Software Engineering (Honours)

Mar 2022 - Oct 2025

Deakin University, Burwood

- Research thesis on "Machine and Deep Learning for Mental Health Classification".
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