

Sam Lui

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Education

Bachelor of Advanced Science, Computer Science.

The University Of Auckland

Courses: Data Structures & Algorithms, Java OOP, Web Applications, C++ Program Design, Big Data Analytics.

Activities: VP of the Game Dev Club – organized 6 technical workshops to over 100 students.

Experience

Human Digital – Auckland/Sydney Junior Developer

Aug 2023 – Mar 2024

- Led the development and maintenance of websites for over **10 clients** using **Webflow**, **Shopify**, and **WordPress**, ensuring high-quality user experiences and client satisfaction
- Innovated the Human Digital website, implementing modern design trends and features that enhanced the company's digital presence and increased client engagement by **180%**.
- Resolved technical issues and provided comprehensive bug fixes for client websites, resulting in improved website performance and reduced downtime with a **98% rating**.

Webzilla – Auckland. Software Engineer Intern Front-end development

Sep 2021 – Dec 2022

- Collaborated with a team of developers to design and develop custom websites using HTML/CSS, PHP, and WordPress for over **200** clients, resulting in a **90%** satisfaction rate.
- Conducted regular updates and maintenance on client websites to ensure optimal performance, resulting in **99.9%** uptime and reducing customer complaints by **50%**.
- Led efforts to incorporate new technologies and implement innovative solutions into future projects as part of a cross-functional product development team, improving overall user experience by **25%**

Projects

Game Review Website

[View project!](#)

- Collaborated with a dedicated team of developers to create a captivating game library with a visually stunning layout, setting a new standard for user engagement and interactivity.
- Leveraged best practices in web development to ensure the platform was efficient, user-friendly, and responsive across various devices and platforms.
- Utilized a diverse tech stack including **Python**, **Flask**, **HTML**, **CSS**, and **Jinja**, resulting in a seamless and dynamic user experience.
- Leveraged Git and GitHub for version control, facilitating efficient collaboration and ensuring the consistent and timely delivery of features and updates.
- Engaged in regular team meetings to discuss progress, address challenges, and strategize solutions, fostering a collaborative environment and ensuring project milestones were met.

Mementos Marine

[Play our game](#)

- Led a team of six to create a visually striking 2D side-scroller during a game jam at the University of Auckland
- Organized team meetings, delegated tasks, and assisted teammates in debugging.
- Designed and implemented the unique art style and level layouts, creating a vibrant and immersive world.
- Utilized the **Godot game engine** to develop core mechanics, with a focus on platforming and puzzles, delivering polished and engaging gameplay.
- Continuing development to refine the game and introduce a new core mechanic for the character Skelly.
- Preparing for upcoming showcases, including the Indie Game Showcase and Armageddon Expo.