Ray Ern Yap

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EDUCATION

Bachelor of Science (B-Sci)   Jul, 2023 - Jun, 2026
The University of Melbourne
- Major in Computing and Software Systems
- Core Subjects: AI, Object Oriented Programming, Software Modelling and Design, Database Systems
- Current Average WAM: 77

Australian Matriculation   Feb, 2022 - Dec, 2023
Sunway College Malaysia
- ATAR: 86.5
- Subjects: Mathematics Methods, English, Computer Science, Economics, Physics
- Sunway Entrance Scholarship, RM9,000 for 8A's in IGCSE

EXPERIENCE

Junior Barista   Nov, 2024 - Feb, 2025
Core Cafe, Ara Damansara, Malaysia
- Recorded customer orders and communicated with staff team of 3 to create drinks
- Made a variety of speciality drinks and coffees to serve up to 70 seated customers during peak hours in a high-volume café environment

RELEVANT PROJECT WORK

UniMelb GMC Game Jam   Apr, 2025 - Apr, 2025
Top 8 in Overall
- Collaborated as a 2 man team to create a 2D roguelike game with inventory and spell systems using resources in Godot placing top 5 in gameplay.
- Utilised the Creator principle in GRASP for enemy spawning for improving readability and scalability
- Made use of resources for various game systems adhering to polymorphism principle allowing easier access to modify various game objects

UniMelb x GMC Game Jam   Mar, 2025 - Mar, 2025
Top 11 in people's choice
- Designed a 2D puzzle platformer using Godot as a team of 3 first timers overcoming the learning curve during a time constraint
- Utilized different design patterns such as singletons to keep code clean and readable
- Cooperated with team-members to debug various code and version control issues during collaboration

UniMelb CISSA Catalyst   Aug, 2024 - Aug, 2024
Top 2 in Overall
- Built an interactive map to display 227 musical venues along with accessibility features
- Utilised MongoDB, NextJS and APIs to place markers on map

Personal Project   Apr, 2025 - Present
Units Battlefield (Unity Project)
- Collaborating with a peer to develop a game similar to TABS with unique advanced unit AI and multiplayer
- Starting development with a more modular approach to improve scalability and readability

TECHNICAL SKILLS

- Programming Languages: C# | C | Java | Python | SQL | GDScript
- Languages: English (Native) | Cantonese (Native) | Malay (Native) | Mandarin (Intermediate)