

## Education

### The University of Adelaide

Dec 2022

Bachelor of Computer Science (Advanced), GPA: 7.0 / 7.0

- NASA Space Robotics Challenge 2021 Participant
- Computer Science Club Member

## Experience

### Summer Research Intern – University of Adelaide

Dec 2020 - Current

- Assisted a professor on a project involving deep learning networks
- Learnt PyTorch to build Convolutional Neural Networks (CNNs) and utilized these networks to analyse wearable sensor data
- Developed a strong foundation for learning from sequence data using LSTM / GRU units

### Highschool Mathematics Tutor – Part-time

Apr 2020 - Current

- Organised sessions to teach Specialist Mathematics with a pinch of my personal backstories
- Personalised tutoring for individual students by providing weekly progress reports and fortnightly tests

## Projects

### Terrorism Data Visualiser | Python

Nov 2020

- Developed a python module to parse through 90k+ terrorist incidents from 2012 to 2018 in .csv format
- The module was then used to analyse trends and fact-check some of major incidents in history
- The results and dynamic visualisations were built using Plotly and NumPy libraries in python

### Sequence Game | Swift

Dec 2020

- Wrote an iOS App using Swift where user can tap on various buttons to get target sequence to win
- Devised a random generator system, used to generate level sequence and produce various colours with every click by user

### Fight Arena | C++

Oct - Nov 2020

- Battle-like computer game where player must hit opponent's health to 0 to gain points for each round
- Game is modelled based on OOP design, includes polymorphism for different types of players and inheritance from parent classes. Runs in terminal with colours and power-ups
- Composed a custom C++ class for input validation to handle every possible disruptive input

## Awards and Volunteering

### Executive Dean's Recognition of Academic Excellence Award

Feb 2021

- Awarded to the top 15% of students for exceptional academic achievement throughout their study

### 1<sup>st</sup> place for Creativity, Retro Game Hackathon | C++

Oct 2020

- Snakoids | Combination of old snakes and asteroids game, where snake dodges asteroids to survive

### Global Citizens Scholarship Recipient

Feb 2020

- Received 30% reduction in tuition fees for my entire undergraduate degree for scoring 95.6% in Year 12

### PASS (Peer Assisted Study Sessions) Leader | Maths IA and Matlab & C

Feb 2021 - Current

- Combined various study skills to facilitate students in developing independent learning styles

### Volunteering

- Campus Tour Leader at O' Week Orientation Event, University of Adelaide Feb 2021
- Event organiser at Social Sports Program by Adelaide University Sports Society Aug – Sept 2020
- First year representative for Computer Science School Open Day, UoA Aug 2020

## Languages

**Proficient:** C++, C, Python, Java, Swift UI**Familiar:** HTML/CSS, SVN, Android