

Steven Kaing

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Education

Monash University

March 2022 – Present

Bachelor of Engineering in Software Engineering (3rd Year – Penultimate)

- *WAM: 77.361, GPA: 3.348/4.0*
- *Courses: Software Engineering Process & Management, Software Quality & Testing, Artificial Intelligence, Computer Architecture, Algorithms & Data Structures, Databases, Object Oriented Programming, Software Engineering Practice.*

Skills

Programming Languages: Java, JavaScript, TypeScript, Python, HTML, CSS.

Developer Tools: ClickUp, JIRA, FireBase, AWS, Git, Azure

Libraries/Frameworks: ReactJS, MeteorJS

Project Experience

Agile Project Management Tool, Monash University

July 2024 – October 2024

- Led a Scrum-based project to develop a project management tool with features such as sprint creation and product backlog management.
- Utilised Agile methodologies and collaborated with a team of 6 members through JIRA to ensure smooth project workflows.
- Implemented sprint planning, task assignments, and regular stand-ups to improve project tracking and alignment with Agile principles.
- Practiced software quality testing, including automated testing processes and GitLab CI status analysis to maintain high code standards.
- Strengthened teamwork skills and the ability to adapt to changing project requirements within a collaborative environment.

Pac-Man AI Game, Monash University

July 2024 – October 2024

- Developed an artificial intelligence system for a Pac-Man game, implementing methods such as Q-learning and reinforcement learning.
- Designed a single-layer & multi-layer perceptron, training it with a dataset to optimise decision-making within the game.
- Utilised Markov Decision Processes (MDP) and machine learning techniques to enhance AI performance and in-game adaptability.
- Gained expertise in AI development and machine learning applications within game environments, refining my technical problem-solving skills.

Static Factory Game, Monash University

March 2024 – June 2024

- Designing an interactive program, based on the game Lethal Company, using Java and Object-Oriented Programming principles.
- Enhanced user experience by implementing a variety of user and NPC actions, improving overall gameplay dynamics.
- Created comprehensive written documentation and UML diagrams for all components, during initial concept design.
- Applied responsive SOLID design principles to ensure the design's future extensibility, scalability and maintainability.
- Learned the importance of effective communication and adaptability in managing different responsibilities, in a team-based environment.

Work Experience

Chemist Warehouse Keysborough

November 2019 – Present

Pharmacy Assistant

- Managing point-of-sale (POS) system including planogram management, transactions, and reporting dates.
- Acquired manager status in the absence of Retail manager.
- Demonstrated adaptability by taking on multiple roles based on the store's needs.
- Assisted store management by training new pharmacy assistants and store people in a fast-paced environment, using experienced techniques to improve customer service and customer retention.