

# Steven Kaing

Portfolio: <https://steven-portfolio-five.vercel.app>

[kaingsteven123@gmail.com](mailto:kaingsteven123@gmail.com) | <https://github.com/StuvanFIT> | <https://www.linkedin.com/in/stevenkaing/>

## Education

Monash University

March 2022 – Present

*Bachelor of Engineering in Software Engineering (3<sup>rd</sup> Year - Penultimate)*

- 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, SQL

**Front-End Frameworks:** React.js, Meteor.js, Next.js

**Databases:** Node.js, MongoDB, PostgreSQL

## Project Experience

### Skill Tree | Monash University

**Tech Stack:** React, Meteor.js, JavaScript, MongoDB, TailWind CSS, Docker

March 2025 – Present

- Developed a community-driven skill verification platform enabling users to showcase technical abilities and receive peer validation through proof-of-practice submissions.
- Implemented real-time community approval system allowing experienced developers to verify and endorse skill demonstrations from other users
- Integrated community features including skill endorsements, peer reviews, and collaborative learning pathways to enhance user engagement.
- Designed responsive user interface with TailWind CSS, creating intuitive skill categorisation and progress tracking system.

### Blockchain Education | Personal Project

**Tech Stack:** React, TypeScript

June 2025 - Present

- Demonstrated entrepreneurial mindset by identifying market gap in cryptocurrency education and independently developing full-stack solution, showcasing ability to translate business problems into technical solutions.
- Strengthened communication abilities by creating technical documentation and educational content that makes complex financial technology accessible to non-technical audiences.

### Agile Project Management Tool | Monash University

**Tech Stack:** JavaScript, HTML, CSS, Firebase

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.

### Reinforcement Learning Pac-Man Game | Monash University

**Tech Stack:** Python

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.

## Work Experience

### Chemist Warehouse Keysborough

*Pharmacy Assistant*

November 2019 – Present

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