

# FELIX XU

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## Summary

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Aspiring software engineer with strong software engineering fundamentals in Artificial Intelligence and problem solving. Passionate about creating immersive experiences with cutting edge technology and user focused design.

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## Education and Technical Skills

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**Monash University, Clayton**

*Bachelor of Software Engineering(Honours)* (2021- 2025)

**Relevant Coursework:** C++ Programming, Object oriented design and implementation, Artificial intelligence, Immersive environment, Planning and automated reasoning.

- **Programming Languages:** C++, Python, JavaScript, HTML, SQL, Java and C#
- **Tools/Engines:** GitHub, LangChain, Next.js, Azure Cloud, SQL, GitHub Actions, ASP.NET Core, Unity
- **Languages:** Fluent in English and Chinese

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## Work Experience

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### Technical Data Engineer | Creative Plastering Group | 06/2023 – 04/2025

**Description:** Entrusted with the responsibility of organizing and managing data to ensure streamlined operations and informed decision-making.

- Designed and implemented a database system on the *Hilti* company app, enhancing job site efficiency.
- Developed a system for efficient product data sheet retrieval, optimising data access.
- Utilised *OpenSpace* and *VisiBuild* for accurate job site documentation, aiding project management.

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## Projects

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### Valorant Chatbot Website | Project | 2025 | AI Engineer & Full Stack Developer

**Description:** Developed an AI-driven web app integrating Riot API to analyse and visualize Valorant player data.

- Built a LangChain-powered chatbot capable of understanding user queries and generating feedback.
- Implemented custom tools and prompt chains for data retrieval and AI assisted coaching insights.
- Integrated SQL database tools to store, query and retrieve player statistics dynamically.
- Developed a responsive frontend and FastAPI backend to display real-time player data and analysis.

### NorthStar Website | QEERIAI | 2024 | Project Manager & Full Stack Developer

**Description:** Assisted in developing a chatbot feature for QEERIAI's NorthStar, an AI-powered platform redefining career planning and educational development through personalised, data-driven guidance for students.

- Deployed website to Microsoft Azure, integrating additional cloud services and YouTube and Udemy APIs.
- Developed a personalised chatbot that utilises user data from MongoDB to provide tailored responses.

### Kitsunetic | Swinburne Team | 2023 | Game Programmer

**Description:** A roguelike game made in Unity where the player is a shape-shifting Kitsune who operates a cyber repair store by day and gathers materials at night.

- Collaborated with designers to ensure seamless integration of game visuals and mechanics.

### VR Soccer Simulation | Exertion Games Lab | 2024 | Tech Lead

**Description:** Built a realistic VR soccer environment to support a PhD study on VR-based sports training.

- Developed immersive physics-driven gameplay and managed VR hardware integration.

### AR Shopping Assistant | Mulong Xie | 2023 | Software Architect

**Description:** Mulong Xie, a client from Data61 at CSIRO, commissioned the design of an innovative AR application prototype for the AR glasses, using YOLO-based detection to identify and check off shopping items.