

FELIX XU

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Summary

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.

Education and Technical Skills

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

Work Experience

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.

Projects

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.