ALEX WIE SU

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EXPERIENCE

Waiter, Chinese Corner   2019 — 2024

- Part-time, On-site.
- Occasionally operation manager
- Catering
- Managing website.

Technologies: Wordpress, Elementor

Student Software Developer, eCERTO   2022 — 2022

- BSc 2nd-year Project.
- A Project for the INTEGRATI smart platform by eCERTO
- A 'Proof of Concept' of the front-end and implementation of provided API to front-end.

Technologies: C#, TypeScript

Student Assistant, Ramboll   2024 — 2025

- Part-time, Hybrid
- Student Assistant in "Data & Technologies" department
- Game Development, Software Development
- Development of Gamified Software Solutions
- Worked on RamRisk, web-based risk manager.

Technologies: Unity, C#, Python, Django,

EDUCATION

IT University In Copenhagen, Software Development, BSc   2020 — 2023

Experienced in:
- Discrete Mathematics, Algorithms, and Data Structures
- Object Oriented Programming & Software Architecture
- Basics in Database Systems, Distributed Systems, and AI
- Basics in User Interface Design, Security, and Data Intelligence
- Working in teams/groups, SCRUM & AGILE
- 2nd-year project was a professional project with eCERTO

IT University In Copenhagen, Games, MSc   2023 — 2025

Experienced in:
- Designing and Developing Games and Worlds
- Basics of developing Game- and Graphics Engines
- Developing Games in Teams
- Unity Engine, Godot
- Advanced AI/ML algorithms.

PROJECTS & ACHIEVEMENTS

BSc 1st-year Project: Map of Denmark.

- Visualization of UI
- Searching System
- Route Planning Algorithms
- Written in Java

Bachelor Project: Automatic Annotation of Badminton Matches

- A Collaboration with Team Danmark
- Uses OpenPose and TrackNetV2 detection systems for human poses and shuttlecock
- Uses Machine Learning to estimate various data such as score, time of duels, etc.
- Written in Python

Student Game Project: Brushwood Residence

- First-Person puzzle game
- Mainly worked on developing the game mechanics.
- Developed in Unity Engine

Student Game Project: Bean Rush

- Couch Co-op game
- Worked on development of game mechanics.
- Was exhibited at "Copenhagen Gaming Week 2025"
- Developed in Godot

Master Thesis: Teaching Machine-Learning through Games

- Researched design approaches for developing educational games for AI.
- Developed a game with introductory-level teaching of AI concepts.
- Focus on Neural Networks and Reinforcement Learning
- Developed in Unity Engine

SKILLS

- Code: Code: C/C , C#, Java, Python, F#, GoLang, HTML, CSS
- Tools: Docker, SQL, Figma, Jira, Miro, Zoom, Django, Git/GitHub, Unity Engine, Godot