ALEX WIE SU

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WORK EXPERIENCE

Waiter, Chinese Corner   2019 — Present

- Part-time, On-Site.
- Occasional 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 — Present

- Part-time, Hybrid.
- Game Development / Software Development
- Gamified Software Solutions for experts of different fields

Technologies: Unity, C#

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

IT University In Copenhagen, Games, MSc   2023 — Present

Experienced in:

- Designing and Developing Games and Worlds
- Basics of developing Game- and Graphics Engines
- Developing Games in Teams
- Unity Engine, Godot

PROJECTS

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

Small Game Project: Brushwood Residence

- First-Person puzzle-solver
- Mainly developed the game mechanics.

- Developed in Unity Engine

SKILLS

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