Projects

12/2017 - 07/2018

Luby Jump

Luby Jump is a flappy-bird style mobile game that I developed after self-learning Swift during December 2017. Then, in July 2018, after learning Java at university, I developed its Android equivalent. In both instances, Google AdMob was utilised for monetisation purposes and beta tests were carried out using a selected audience prior to publishing.
It is currently available on both the App Store and Google Play Store and has aggregated over 100 downloads.

10/2017 - 11/2018

The Adventures of Squidwod

Trailer: https://www.youtube.com/watch?v=cI5terITNiY
The Adventures of Squidwod is a first person game where the player, who takes the role of Squidwod, is tasked with collecting as many Eggs as they can from a Seagull's nest, while avoiding attacks from both a giant Seagull and Crabs.
The game was developed using an Agile approach using Unity, where the scripting language was C#. It was created in collaboration with 2 colleagues from university as part of an assignment, which included testing and evaluating the game with a group of 10 people once completed. (Note: The linked game trailer was made one week prior to submission)

12/2018 - 02/2019

UMISC Website

Link: http://www.umisc.info/home
The website was developed using Node.js, Express and MongoDB after studying web development over the months of December 2018 and January 2019. Apart from its front-end design, the website has a back-end platform that allows for the addition, editing and deletion of club events.

03/2019 - Present

ReachOut

ReachOut is a platform that I'm developing that will attempt to relieve mental anxiety issues that university students face by allowing them to communicate anonymously to seek/ provide consolation or advice from/ to each other.
The platform is in its early stages of development and is being developed for both iOS and Android using React Native.

Coding Competitions

10/2018

CISSA's Catalyst Hackathon

The theme of the hackathon was 'Advancing Education' and my team developed a website that would allow educators from around the world to remotely teach students in impoverished areas via video conferencing. Apart from competing, I was also one of 20 competitors selected to mentor a high school student during the course of the competition.

03/2019

Jane Street ETC

With strategies that purely relied on trading bonds and ETFs, my team, *Crobat*, managed to secure 3rd place at the ETC, scoring a total of 1,570,858 points.

03/2019

UNIHACK Melbourne

The theme of this hackathon was 'Imagination'. My team developed an educational web app that would help amateur coders by providing them with visual flowchart-esque representations of their code so that they could better conceptualise programming workflows.

04/2019

CISSA's Codebrew Hackathon

The theme of this hackathon was 'Envisioning a Better Melbourne'. My team, *RoadRunner,* developed a Pokémon Go-type web app that gamified walking and rewarded players with collectible tokens that they could, after gathering enough, exchange for goods and services from healthy food stores. We won the award for Best Social Impact.