

BENJAMIN CHAU

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EDUCATION & AWARDS

The University of Queensland

Bachelor of Computer Science

St Laurences College

Full-ride Academic Scholar

St Lucia, QLD

Feb. 2024 – Jul. 2027

South Brisbane, QLD

Apr. 2021 – Dec. 2023

WORK EXPERIENCE

Tiny Technologies (*Intern*)

Feb. 2025 – Present

- Conducting end-to-end functional and manual testing for TinyMCE (enterprise-level WYSIWYG editor), performing debugging, regression testing, and documentation to ensure 99% release quality
- Collaborating with developers to identify, document, and resolve more than 3 critical defects monthly, replicating edge-case scenarios and verifying fixes to enhance software reliability and quality
- Maintaining and writing documentation for new and existing plugins which consists of deployment steps, descriptions, and comprehensive implementation guides to support development workflows
- Participated in bi-weekly sprint planning, daily standups, and retrospectives as part of continuous agile development practices, contributing to iterative improvements across multiple product releases

TECHNICAL PROJECTS

OzMath ([Repository Link](#))

Nov. 2024 – Present

- Deployed and developing a full-stack web application hosted on Framer and Netlify to enable mathematics students to prepare for their external assessments through problem based learning
- Tailored an intelligent auto-grading engine by customising LLM parameters and AI vision models to accurately grade assessments adhered to relevant marking guide
- Authorising, monitoring and storing user data as well as limiting API requests and updating user subscription statuses via Google OAuth, Supabase and Netlify
- Engineered lightweight math editor for users to intuitively input math symbols and equations using MathQuill and LaTeX, rendered using KaTeX and scaffolded by prebuilt Shadcn/ui components
- Automated Stripe integration to handle all revenue operations and update subscriptions
- Leveraging Agile practices to continually improve user experience, hotfix bugs and lead implementations

Personal Portfolio ([Site Link](#))

Apr. 2025 – May 2025

- Designed an aesthetic and minimalistic personal portfolio to display my experience and projects

Into The Breach ([Repository Link](#))

Feb. 2024 – May. 2024

- A turn-based, Python-coded program based on the popular board game Into The Breach. Implemented using native Tkinter canvas and GUI toolkits, and an object-oriented (OOP) back-end

TECHNICAL SKILLS

Languages: Python, Java, C, MySQL, PostgreSQL, TypeScript, HTML/CSS, R, MATLAB

Developer Tools: Git, Netlify, Framer, Supabase, Google Cloud, Kubernetes, Docker, Stackblitz, Codepen

Libraries/frameworks: React.js, NumPy, MathQuill, KaTeX, Shadcn, Radix/ui