BENJAMIN CHAU

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EDUCATION & AWARDS

The University of Queensland — St Lucia, QLD
Bachelor of Computer Science — *Feb. 2024 – Jul. 2027*
St Laurences College — South Brisbane, QLD
Full-ride Academic Scholar — *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