

# DEXTER LO

Programmer

## CONTACT

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- [dexterlo.dev](https://dexterlo.dev)

## EDUCATION

Jul 2022 – Dec 2024

UNIVERSITY OF CANTERBURY

- Bachelor of Science
- Major in Computer Science
- Minor in Applied Immersive Game Design

Sep 2019 – Jul 2021

HONG KONG INSTITUTE OF VOCATIONAL EDUCATION

- Higher Diploma in AI and Mobile Applications Development

## INTERESTS

- Game jams
- Building model kits

## PROFILE SUMMARY

Recent Computer Science graduate with hands-on experience building apps, websites, games, and AI projects. Skilled in object-oriented programming, test-driven development, and creating clean, maintainable code.

Passionate about designing digital experiences that are both functional and enjoyable, I thrive in collaborative team environments, communicate effectively, and enjoy delivering user-focused solutions. Proficient in web and mobile development, I am seeking a role where I can contribute to innovative software projects while continuing to grow my technical expertise.

## PROJECTS & EXPERIENCE

### Kiwijam 2025

- Created a physics-driven 3D puzzle game called \*Hotwire\* using Unity within 48 hours.
- Implemented an active ragdoll system and a physics-based rope mechanic that interacts with environmental obstacles.
- Demo link: <https://dexter147.itch.io/hotwire>

### CTF Training Participant

- Participated in a research study on evaluating Capture the Flag (CTF) as a learning technique for cybersecurity skills.
- Learned offensive cyber security skills such as SQL injection, hash cracking, target enumeration and Linux privilege escalation.

### React Portfolio

- A website built in React showcasing my past and current projects.
- Demo link: <https://dexterlo.dev>

## SKILLS

- Comfortable writing clean, maintainable code in Python, Java, C++, C#, JavaScript, R and Swift.
- Solid understanding of object-oriented programming (OOP), test-driven development (TDD), and modular design.
- Experienced in building responsive web applications with React, HTML, CSS, and backend integration.
- Skilled in developing native Android and iOS apps, including Core ML integration for intelligent features.
- Comfortable managing relational databases with MySQL and XAMPP for small to mid-scale applications.
- Experienced in applying AI techniques such as neural networks and computer vision to real-world projects.
- Knowledge of cybersecurity fundamentals, including penetration testing (Wireshark, Nmap, ffuf), system security to support secure application development and cryptography.
- Familiar with 3D game development in Unity and Unreal Engine, focusing on gameplay mechanics and optimization.
- Proficient in UI/UX design with Figma and Photoshop, and 3D modeling using Blender, Maya, and ZBrush.
- Experience using Git, trunk-based workflows, rebasing, and resolving conflicts in small collaborative teams.
- Positive team player with strong communication skills and eagerness to learn, support, and grow.