

Dexter Lo

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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.

Education

Bachelor of Science in Computer Science

University of Canterbury, Christchurch
Minor in Game Development
Jul 2022 – Dec 2024

Higher Diploma in AI and Mobile Applications Development

Hong Kong Institute of Vocational Education, Hong Kong
Sep 2019 – Jul 2021

Skills

Programming & Software Development

- Write clean, readable code using object-oriented programming (OOP) and test-driven development (TDD) principles with Python, Java, C++, C#, JavaScript, and Swift.
- Test automation and modular design.

Web & Mobile Application Development

- Build responsive, user-friendly web interfaces with HTML, CSS, and React, integrating seamlessly with server backends to deliver full-stack solutions.
- Design, develop, and deploy native Android and iOS apps, including integration of Core ML models for intelligent features.

Game Development & Interactive Media

- Create immersive 2D and 3D games using Unity3D and Unreal Engine 5, focusing on gameplay mechanics, real-time interaction, and performance optimization.

Data Management & AI Integration

- Manage relational databases using MySQL and XAMPP for reliable data storage and retrieval in small to mid-scale applications.
- Apply neural networks and Core ML to build computer vision applications and AI-driven features that improve functionality and user experience.
- Utilize GIS tools (ArcGIS Pro, ENVI) for spatial data visualization and geospatial analysis.

Cybersecurity Fundamentals

- Implement defensive security measures and perform penetration testing using tools such as Wireshark, Nmap, and ffuf to identify and mitigate vulnerabilities.
- Understand core principles of cryptography, network, software, and system security to support secure application development.

Design & 3D Modeling

- Design intuitive user interfaces and prototypes using Figma and Adobe Photoshop to create polished, user-centered experiences.
- Model 3D assets and environments with Blender, Maya, and ZBrush

Collaboration & Version Control

- Use Git for effective version control and teamwork, enabling smooth collaboration and reliable software delivery.

Projects & Competitions

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.
- Project 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

Hobbies & Interests

I enjoy building plastic model kits in my free time. This hobby has taught me attention to detail, patience, and the importance of carefully following documentation—skills I carry into my software development process as well.