Dexter Lo

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Summary

I'm a Computer Science graduate from the University of Canterbury with hands-on experience in full-stack development, mobile apps, applied AI and game programming. I focus on writing clean, maintainable code using object-oriented principles and test-driven development. While I'm more easygoing and reflective by nature, I work well in team settings and communicate clearly when collaborating on technical challenges. I'm eager to contribute to innovative projects that combine technical challenges with creativity, especially in building responsive, user-focused applications using React, PHP, or mobile platforms like Android/iOS.

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, maintainable code using object-oriented programming (OOP) and test-driven development (TDD) principles with Python, Java, C++, C#, JavaScript, and Swift.
- Develop scalable applications and automate workflows through scripting and modular design.

Web & Mobile Application Development

- Build responsive, user-friendly web interfaces with HTML5, CSS, and React, integrating seamlessly with PHP backends to deliver full-stack solutions.
- Design, develop, and deploy native Android and iOS apps using Android Studio and Xcode, 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 like ArcGIS Pro and 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

Portfolio website

- A personal website built with React to showcase my projects, skills, and experience. Features responsive design, smooth navigation, and interactive UI elements.
- Project link: https://cheukyinlodexter.github.io

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.