CLARIE CHEK

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Education

The University of Adelaide   JUN 2020 – JUL 2024 (Expected)
Bachelor of Computer Science, GPA: 6.4 / 7

Work Experience

Software Engineer Intern — AML Cloud   AUG 2022 – OCT 2022

Worked in the software development team responsible for developing a screener web application. This is part of a collection of anti-money laundering compliance products. The app provides sanctions and PEP lists screening, as well as adverse media search. My responsibilities include:

- Collaborating with business analysts to fetch and parse data from sanction lists.
- Worked closely with the UI UX team to resolve issues and develop features such as theme modes, app bar, settings tab, and PEP screening pages.
- Created a reusable components library for widgets such as Logo, and Login page.
- Fixed bugs and improved app responsiveness.
- Utilized Git and Git Projects to synchronize progress with team members in local and remote locations.

Technologies used: Flutter, Nodejs (TypeScript), Riverpod and Google Cloud Platform (Firestore).

Projects

BMI Calculator *Link*   JAN 2023
Developed a web application in Flutter that calculates body mass index (BMI) based on users' inputs (gender, height, weight). Implemented a dark and light theme mode switch to allow dynamic changes between modes.

RoboFriends *Link*   JUL 2021
A React app utilizing APIs from JSONPlaceholder for user information and RoboHash for user images. Search bar allows search and filter of usernames. Contents responsively adjust according to screen size.

Casino *Link*   MAY 2021
In a team of 2, built a terminal-based roulette game in C++ that has multiplayer and story modes, where players must place their bet and guess the randomly generated roulette colour. Used inheritance on Thief and Detective classes to inherit common properties from User class.

Game of Nim *Link*   OCT 2020
MATLAB turn-based strategy game that runs in the terminal, where players remove 1 or 2 stars from a pile and the player who removes the final object wins. Developed incrementally with unit tests for functions at each stage.

Skills

Languages: C++, Flutter, Javascript, HTML, CSS, Typescript, MATLAB, C

Other technologies Git, PostgreSQL, Firebase, Heroku, Cloud Computing (Azure), algorithms and data structures

Additional Achievements and Community Involvement

UniHack Hackathon, *Participant, Feb 2022,* collaborated with a team of 5 to build a decentralized version of Reddit within 48 hours. Helped present the project.

Adelaide Blockchain, *Volunteer, Jan-Nov 2021,* Adelaide Blockchain is an organization dedicated in the education and adoption of Blockchain technology for students and the wider South Australian community. Assisted with event organizing and social media engagement.

Ann Coultas First Year Statistic Prize, *2020,* awarded to the highest achieving student in a first year Statistical Analysis and Modelling course.

Global Citizens Scholarship, *2020,* awarded for exceptional academic achievements in high school.