Erik Hai | Software Engineering

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**Links**  [LinkedIn](https://www.linkedin.com/in/erik-hai/) [GitHub](https://github.com/erikhai)

**Profile**

Passionate student who can work well in teams, good with time management. Experienced with various languages, testing and coding standards. Eager to learn new things and meet new people. A creative thinker, adept in software development and working with various data structures.

**Employment History**

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| Oct 2023 - Oct 2023 | Polling Assistant AEC  Throughout the day, I fulfilled the role of a polling assistant for the referendum. My responsibilities encompassed the setup of the polling station, facilitation of ballot paper distribution, queue management, voter tallying, vote sorting, and clean-up duties. This experience afforded me a first-hand comprehension of the importance of expedient yet meticulous work practices and cultivated a deeper appreciation for collaborative teamwork. |

**Education**

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| Feb 2022 - Present | Software Engineering Specialised In Intelligent Information Engineering |
| Mar 2019 - Nov 2021 | Macquarie Fields High School  ATAR: 97.7 |

**Skills**

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| Ability to work under pressure  *Experienced* | Python  *Experienced* | Working in teams  *Experienced* |
| SQL  *Skilful* | Java  *Experienced* | Time management  *Experienced* |
| HTML & CSS  *Skilful* | C  *Skilful* | Github  *Experienced* |
| Git  *Experienced* | C#  *Beginner* | Leadership  *Experienced* |

**Extra Curricular Activities**

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| Feb 2022 - Present | Event Manager, Sydney University Cyber Security Society  In my capacity as an event planner for cybersecurity initiatives, I specialise in curating inclusive events accessible to all. This involves not only conceptualising event themes and providing support during their execution but also ensuring their accessibility to a diverse audience. Post-event, I gather feedback for future improvements. This role emphasises both strategic planning and fostering inclusivity within the cybersecurity community. |

**Projects**

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| Bank Replica  Jan 2024 - Jan 2024  This project simulates bank interactions with admin and customer roles. Users can login, view/update details, make transactions, and admins can manage all accounts. Two predefined accounts exist. Key learnings: debugging, ORMLite, Javadoc, Gradle, and Java database usage.  [**Repository**](https://github.com/erikhai/Bank-Replica?tab=readme-ov-file#what-is-this-project-about) | Python Tic Tac Toe  Nov 2023 - Present  This project created a GUI-based tic-tac-toe game in Python, aiming to learn GUI development and recreate a childhood game digitally. Learned about tkinter for GUI creation, including defining properties and using Frame for organising widgets. Utilised external resources like a YouTube tutorial. Version 2 however plans to expand with network play and AI opponents, exploring pygame for game development.  [**Repository**](https://github.com/erikhai/PythonTicTacToe) |