Erik Hai

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Educational Background

The University of Sydney   *2022 - Present*
Bachelors of Software Engineering (Honours)
- From various courses and assignments, the key skills gained are programming (Python, Java, C, SQL), Design Patterns and data structures and algorithms.

Skills

Transferable Skills
- Working in teams: Skill developed through various group assignments at university.
- Communication: Skill developed through extra circular activities and assignments.
- Planning: Skill developed through personal projects and assignments.
- Time management: Skill developed through work, personal projects, and assignments.
- Problem solving: Skill developed through personal projects and assignments.
- Attention to details: Skill developed through personal projects and assignments.
- Adaptability: Skill developed through group projects which focused on agile development.

Technical Skills
- Using Linux environment: Learnt and used a Linux environment for university courses.
- Data structures and algorithms: Learnt through university courses.
- Python, Java, C, HTML, CSS, SQL, Node.js: Learnt through personal projects and university courses.
- JUNIT: Learnt through university courses.
- Agile Mindset, Object Oriented Program, Design Patterns: Learnt through university courses.

Experience

Event Manager for Sydney University Cyber Security Society   *Feb 2024 –Present*
- Enhanced my communication skills, time management, and organisational skills. By helping out the community, I also improved my confidence and leadership skills.

Polling Assistant for AEC   *Oct 2023 – Oct 2023*
- From this experience, I understood the importance of time management, importance of communication and teamwork and how to speak properly and patiently with customers.

Projects

Bank Replica
- The aim for this project was to replicate all features a user can do at a bank.
- Java, Debugging, ORMLite, Javadoc, SQL, Gradle, and Java database usage.

Tic Tac Toe
- The aim for this project was to understand GUI development through tkinter and pygame.
- GUI development, debugging, python, pygame, networks and sockets, PEP 8

GDSC Portfolio
- This project was developed at the GDSC Event which taught be new front-end skills.
- React, Typescript, Node.js, Designing, Planning,

Portfolio
- This project was to test my front-end skills and develop a personal website.
- HTML, CSS, JavaScript, Designing, Planning, GitHub, Git