

Jenul Ferdinand

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EDUCATION

Monash University

Bachelor of Computer Science (Advanced)

Clayton, VIC

In Progress

EXPERIENCE

Projects Co-Lead (WIRED Monash)

April 2024 – Present

Monash University

Clayton, VIC

- Lead the development and coordination of technical projects within WIRED Monash.
- Organize and conduct workshops and events to engage members in hands-on learning experiences.
- Mentor and guide members in project development, fostering a collaborative learning environment.
- Collaborate with team members to brainstorm, plan, and execute innovative projects for the club.
- Oversee project timelines, resources, and deliverables to ensure successful outcomes.
- I have been spearheading development in both the backend and frontend with our MEAN stack.
- **Currently working on:** MonSTAR, a refined unit reviewer for units offered at Monash University.
- **Previously:** Served as Media Officer at WIRED (August 2023 – Present).

Programming Tutor (Digimaker)

Oct 2024 – Present

Digimaker - Programming for Young Makers

Melbourne, VIC

- Teach primary school students foundational programming concepts in Java, JS, Python, C, and SmallBasic.
- This role has improved my ability to explain complex topics in an easy-to-understand manner.
- Provide individualized guidance and support to students, tailoring instructions to their pace and learning style.
- Track student progress and adjust teaching methods to ensure comprehension and retention of key concepts.
- Cultivate a positive learning environment that fosters curiosity, critical thinking, and teamwork.

Comp Sci YouTube Channel

July 2023 – Present

@ferdinandcoding

Melbourne, VIC

- Produce and publish educational videos teaching computer science concepts learned at university.
- Simplify complex topics such as algorithms, data structures, and theory of computation for a broader audience.
- Develop engaging content strategies to increase subscriber count and viewer engagement.
- Interact with viewers by responding to comments and incorporating feedback into future videos.
- Utilize video editing tools to create high-quality educational content.

PROJECTS

Solv | *JavaScript, Java, HTML, CSS & SASS, Git*

GitHub

- Designed and implemented a web-based math game using JavaScript, HTML, and CSS, providing an engaging and educational experience for users.
- Built features like real-time score updates, animations, and intuitive UI components to create an enjoyable user experience.
- Reviewed and optimized the codebase for better performance, maintainability, and scalability.

MonSTAR Project | *MongoDB, Express, Angular, Node.js, Caddy, Docker, EC2, Cloudinary CDN*

In Progress

- Initiated the MonSTAR project at Monash University as part of WIRED Monash.
- Applied knowledge from FIT2095 to develop a full-stack application with Node.js (Express) and Angular.
- Deployed and integrated cloud services via AWS for efficient scalability.
- Enhanced programming skills by tackling real-world database management, front-end design, and server-side challenges.

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, HTML/CSS/SCSS, Golang, SQL

Frameworks: React, Angular, Node.js, Flask, JUnit, Material-UI, PrimeNG, ChakraUI

Developer Tools: Git, Powershell, Linux, VS Code, RegEx, Leetcode, Firebase, Google GCP, Oracle SQL Developer

Libraries: pandas, numpy, matplotlib, manim, express, socket.io, mongodb

Programming Concepts: Algorithms, Data Structures, Database Management, Full-Stack Dev, Game Dev

Monash Units: FIT1051, FIT1047, FIT2099, FIT1045, FIT1008, FIT1049, FIT3171, MAT1830, MAT1841, FIT2014, FIT2095