

Jenul Ferdinand

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Education

Bachelor of Computer Science | Monash University | Clayton Campus

Studying

Projects

MonSTAR: Monash University's Open-Source Course Review and Search Platform

[Website](#) [GitHub](#)

- A digital platform built for Monash University students to easily browse and review subjects and electives.
- Maintains average 1,000+ monthly visits with official endorsement from the Monash IT Faculty.
- Developed the backend using Node.js and MongoDB, implementing RESTful API endpoints.
- Developed a reactive frontend using Angular with a Model-View-Controller architecture.
- Designed WebCoLa course progression graphs using requisites data from backend APIs.
- Populated the MongoDB Atlas database using scraped course and subject data.
- Optimised GEO/SEO strategies to maximise search visibility across 10,000+ generated pages.

md2data: A Tool to Convert Markdown Documents into Structured Data

[npm](#) [PyPi](#) [Crates.io](#) [GitHub](#)

- A high-performance library and CLI tool to convert markdown into JSON, TOML, YAML, or XML.
- Wrote parsing logic in Rust by constructing an Abstract Syntax Tree, utilising the pulldown-cmark pull parser.
- Created bindings for Node.js and Python, with a GitHub workflow that publishes to NPM, PyPi, and Crates.io.

Work History

Computer Science Intern

August 2025 – October 2025

Hawthorn Football Club

Mulgrave, VIC

- Mentored by the tech and data GM, tasked to build a workflow optimisation project to assist the coaching staff.
- Enterprise AI integration using Google Agentspace within GCP to facilitate data analysis for AFL coaching staff.
- Implemented tabular RAG for transactional AFL data offered by ChampionData hosted on Snowflake Cloud.
- Integrated tailored AI agents and ML models using the Google Agent Development Kit (ADK) and Vertex AI.
- Delivered a presentation on prompt engineering for coaches outlining how to prompt LLMs effectively.
- Developed a one-shot data analysis workflow for the data analysts built using Claude Code subagents.

Software Engineer

July 2025 – Present

Plandid

Remote, VIC

- Developed the backend using Python, FastAPI, Pydantic, and SQLAlchemy, exposing APIs to the frontend.
- Designed a 40-table PostgreSQL schema with optimised indexes reducing query time by 40%.
- Architected a modular backend structure to ensure strict separation of concerns and scalability.
- Implemented secure Google Calendar sync with encrypted storage and CSRF protection.
- Integrated Google Places API to aggregate external reviews alongside internal user reviews.

Automation Developer

March 2025 – June 2025

Digimaker

Eastern Suburbs, VIC

- Identified a bottleneck in the student reporting process and engineered an automation to generate PDF reports.
- Wrote JavaScript code in the Google Apps Script environment for a zero-cost student reporting solution.
- Optimised script execution flow to handle high-volume batch processing within the strict execution time limits.
- Deployed a web interface allowing non-technical admins to trigger report generation and manage student data.
- Implemented CI/CD using Github Actions, utilising clasp and git for local development and version control.
- Wrote unit tests using Jest for an automated test suite that runs before deployment in production.

Programming Tutor

October 2024 – Present

Digimaker

Eastern Suburbs, VIC

- Teaching weekly Python, Java, C & JavaScript classes to primary school students across 8 different schools, achieving an average 90% in-class completion rate for my students.
- Used supplied lesson sheets to break down core coding concepts, allowing students to independently learn.
- Provided patient coding guidance to students when debugging, quickly identifying logic errors and bugs.
- Schools: Leibler Yavneh College, McKinnon PS, Ruskin Park PS, Mulgrave PS, Burwood East PS, Greycliffe PS ...

Volunteering

AI Engineer <i>Monash Assistive Tech Team (student team)</i>	August 2025 - Present Clayton, VIC
<ul style="list-style-type: none">Collaborated on PhD-led research into responsible conversational AI to support individuals with disabilities.Evaluated ML approaches and papers for emotional intelligence and communication pattern recognition.Built an agentic AI application using Python, FastAPI, LangChain, and LangGraph.Experimented with emoji similarity search using PyTorch embeddings and sentence transformers.Implemented AI as a Judge evaluation patterns to benchmark model performance.	
Software Engineer (Urban Autonomy Team) <i>Monash Connected Autonomous Vehicle (student team)</i>	August 2025 – Present Clayton, VIC
<ul style="list-style-type: none">Final year project, a SIL simulation framework bridging the ROS 2 autonomy stack with a ride-hailing app.Designed a concurrent Rust backend architecture for real-time vehicle telemetry ingestion using WebSockets.Engineered ROS to HTTP bridges to translate Autoware topics into external JSON endpoints.Authored the technical proposal and feasibility analysis, utilising the Spiral Model to mitigate integration risks.Designing a data pipeline, utilising Apache Kafka for ingestion of vehicle route performance and emissions data.	
Project Lead <i>Faculty of Information Technology Society (student society)</i>	May 2024 – June 2025 Clayton, VIC
<ul style="list-style-type: none">Led a team of 8 students to build projects that benefit the student community at Monash University.Mentored colleagues in full-stack and project maintainance best practices for version control and pull requests.Facilitated a productive and inclusive team environment, prioritising time management to fit the busy uni schedule.Oversaw project timelines using Jira, defining & monitoring issues, epics, and sprint goals.	
Monash Innovation Guarantee <i>UNICEF/Hashcode</i>	January 2025 Docklands, VIC
<ul style="list-style-type: none">Architected a secure SaaS solution for UNICEF's uSupport platform to enhance data privacy.Pitched the technical proposal to primary stakeholders, achieving a High Distinction grade.	
Computer Science YouTube Channel <i>@ferdinandcoding</i>	July 2023 – October 2024 Online
<ul style="list-style-type: none">Produced educational videos on algorithms, data structures, and theoretical computer science.Grew the channel to over 700 subscribers and accumulated a total of 500K+ views.Simplified computer science topics for a broad audience via short form and long form content.	

Licenses & Certifications

Australian Computer Society	Associate Member
Victorian Government	Working with Children Check
NVIDIA	Developer Program Member
Google	Introduction to Agentspace
LangChain	Deep Agents with LangGraph
Accenture UK	Developer & Technology Job Simulation
Commonwealth Bank	Software Engineering Job Simulation
J.P. Morgan	Software Engineering Job Simulation

Technical Skills

Languages: C, C++, C#, Python, Go, Rust, Java, JavaScript, TypeScript, HTML/CSS/SCSS, SQL, JSX, Kotlin.
Technologies: React, React Native, Next.js, Angular, Node.js, Docker, MongoDB, PostgreSQL, Flask, FastAPI, Express.
Tools: Git, NPM, UV, Yarn, Powershell, Linux, VS Code, Firebase, GCP, AWS, Akamai, Snowflake, Oracle SQL Developer, Jira.
Libraries: pandas, numpy, matplotlib, sklearn, langchain, numpy, ngx-graph, RxJS, Socket.IO, JUnit, pytest, Jasmine.
UI Libraries: Bootstrap, Material-UI, PrimeNG, ChakraUI, NextUI, Ant Design, Tailwind CSS, Shadcn UI.
Concepts: Algorithms, Data Structures, Theoretical CS, Full-Stack Development, CI/CD, DevOps, Database Management.