

KAI SEQUEIRA

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EDUCATION

University of New South Wales (UNSW) | *WAM: 82.267* **Feb 2022 - Present**

- Bachelor of Software Engineering (BE) - Honours
- Bachelor of Commerce (Finance)

Cherrybrook Technology High School | *ATAR: 97.60* **Feb 2016 - Nov 2021**

SKILLS

- **Languages:** Javascript, Typescript, Java, C, C#, Python, R, Dafny, MIPS, SQL, CSS, HTML
- **Frameworks:** PostgreSQL, Django, Next JS, React JS, Express JS, Node JS, Tailwind CSS, MUI, Shadcn/ui
- **Version Control:** Bitbucket, Github, GitLab
- **Cloud/DevOps:** Docker, Kubernetes, AWS Console, AWS S3, DynamoDB, API Gateway, AWS Lambda, CI/CD

EMPLOYMENT

Full Stack Engineer, Part Time **Rhombus AI** **June 2025 - Present**

- Develop backend systems with Python and Django, integrate React front-end components, and ensure robust API design, test coverage, and technical documentation.
- Implement CI/CD pipelines, manage cloud infrastructure with Docker and Kubernetes, and optimize performance, scalability, and security across deployments.

Telemetry Project Manager, Intern **FSAE-A: Redback Racing** **Jan 2025 - Present**

- Manage +7 software engineers across data analytics, cloud ops, streaming, database management, simulations, testing and live telemetry.
- Design technical assessments for over three dozen applicants, conduct interviews, upskill engineers on design practices/devOps, and document system designs.

Software Engineer, Intern **FSAE-A: Redback Racing** **Sep 2023 - Dec 2024**

- Designed, developed and maintained database management systems for storing MF4 files and CAN data using DynamoDB, AWS S3 and AWS console - helping race engineers to manage 100s of log files.
- Refactored/redesigned the entire Spyder Next/React JS web application and transitioned its component libraries from MUI to Shadcn/ui components, improving usability and eliminating technical debt.
- Co-designed and implemented vehicle setup sheets service which employs AWS S3 to store vehicle configuration data alongside MF4 files.

PERSONAL PROJECTS

Portfolio Website **Aug 2024 - Dec 2024**

- Developed a portfolio website for displaying projects and contact info using Next JS, Framer Motion for animations and Matter JS for interactive 2D Physics.
- Deployed project using Vercel for hosting with the UI designed in Figma.

Emberscape **Sep 2023 - Present**

- Developing a 2D rougelike in the Godot game engine using C# and Aseprite for custom art.
- Implements an inventory management system, custom fishing mechanics, resource gathering etc. using Godot's signal pattern and O-O design principles.

Crab Crawler **Aug 2022 - Oct 2022, Oct 2024**

- Developed a 2D platformer in the Unity game engine using C# - showcases a state-based animation system, cross platform input handling and a robust save system that works across deployments.
- Deployed Crab Crawler as a WebGL game via github pages which is playable in browser.