

## EDUCATION

<b>University of New South Wales (UNSW)</b>   WAM: 82.267	<b>Feb 2022 - Present</b>
<ul style="list-style-type: none"><li>Bachelor of Software Engineering (BE) - Honours</li><li>Bachelor of Commerce (Finance)</li></ul>	
<b>Cherrybrook Technology High School</b>   ATAR: 97.60	<b>Feb 2016 - Nov 2021</b>

## EMPLOYMENT

<b>Full Stack Engineer, Part Time</b>	<b>Rhombus AI</b>	<b>June 2025 - Present</b>
<ul style="list-style-type: none"><li>Develop backend systems with Python and Django, integrate React front-end components, and ensure robust API design, test coverage, and technical documentation</li><li>Implement CI/CD pipelines, manage cloud infrastructure with Docker and Kubernetes, and optimize performance, scalability, and security across deployments</li></ul>		
<b>Telemetry Project Manager, Intern</b>	<b>FSAE-A: Redback Racing</b>	<b>Jan 2025 - Present</b>
<ul style="list-style-type: none"><li>Manage +7 software engineers across data analytics, cloud ops, streaming, database management, simulations, testing and live telemetry.</li><li>Design technical assessments for over three dozen applicants, conduct interviews, upskill engineers on design practices/devOps, and document system designs.</li></ul>		
<b>Software Engineer, Intern</b>	<b>FSAE-A: Redback Racing</b>	<b>Sep 2023 - Dec 2024</b>
<ul style="list-style-type: none"><li>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.</li><li>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.</li><li>Co-designed and implemented vehicle setup sheets service which employs AWS S3 to store vehicle configuration data alongside MF4 files.</li></ul>		

## PERSONAL PROJECTS

<b>Portfolio Website</b>	<b>Aug 2024 - Dec 2024</b>
<ul style="list-style-type: none"><li>Developed a portfolio website for displaying projects and contact info using Next JS, Framer Motion for animations and Matter JS for interactive 2D Physics.</li><li>Deployed project using Vercel for hosting with the UI designed in Figma.</li></ul>	
<b>Emberscape</b>	<b>Sep 2023 - Present</b>
<ul style="list-style-type: none"><li>Developing a 2D rougelike in the Godot game engine using C# and Aseprite for custom art.</li><li>Implements an inventory management system, custom fishing mechanics, resource gathering etc. using Godot's signal pattern and O-O design principles.</li></ul>	
<b>Crab Crawler</b>	<b>Aug 2022 - Oct 2022, Oct 2024</b>
<ul style="list-style-type: none"><li>Developed a 2D platformer in the Unity game engine using C# - showcases a state-based animation sytem, cross platform input handling and a robust save system that works across deployments.</li><li>Deployed Crab Crawler as a WebGL game via github pages which is playable in browser.</li></ul>	

## 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