

# KAI SEQUEIRA

## SOFTWARE ENGINEERING STUDENT

### CONTACT

- 0468-730-082
- kai.sequeira2003@gmail.com
- <https://github.com/kaisequeira>
- 7 Harris Rd., Dural
- [www.linkedin.com/in/kai-sequeira-3b49602ba](https://www.linkedin.com/in/kai-sequeira-3b49602ba)

### SKILLS

#### Languages/Frameworks

- MIPS Assembly
- Material-UI
- HTML
- CSS
- JavaScript
- TypeScript
- Java
- C#
- R
- Python
- SQL
- C
- Express js
- Next js

#### Version Control

- Bitbucket
- GitHub

### RELEVANT COURSES

COMP1521	Computer Systems Fundamentals
COMP2521	Data Structures and Algorithms
COMP3311	Database Systems
MATH1081	Discrete Mathematics
COMP2511	O-O Design and Programming
SENG2011	Program Reasoning Workshop
COMP1511	Programming Fundamentals
COMP1531	Software Engineering Fundamentals

### EDUCATION

#### University of New South Wales

2021 - Present

##### Bachelor of Software Engineering (Honours) & Bachelor of Commerce (Finance)

WAM: 80.000

Currently a third year Undergraduate student studying Software Engineering and Finance at UNSW.

### EXPERIENCE

#### Software Engineer

2023 - Present

##### UNSW Redback Racing (Student Project)

- Currently employed as a software engineer for UNSW Redback Racing, focusing on data analysis and UI development for race engineers.
- Responsibilities include database management and developing user interfaces using TypeScript, Next.js, and Material-UI (MUI).
- Enhanced business communication skills through platforms such as Jira, Confluence, Microsoft teams in order to develop system design documents and blogs.
- Developed leadership abilities through leading projects like the Log Management Page for UNSW Redback Racing, involving task delegation, project roadmap outlining, and goal setting.

### PROJECTS

#### 2D Platformer - Game Development

2023 - Present

##### Emberscape

- Developing a C#-based game in Godot Engine to demonstrate proficiency in object-oriented programming, GitHub version control, and UI design.
- Applying design patterns learned from UNSW's Object-Oriented Design course to build extensible and easily modified code.
- Solely responsible for developing the art, gameplay mechanics, code and user interface design.

#### 2D Roguelike - Game Development

2022

##### Crab Crawler

- Created Crab Crawler, a 2D platformer game using the Unity Engine and written in C#, as part of early software engineering education.
- Demonstrates self taught object-oriented programming prior to learning these skills in university.
- Solely responsible for developing the art, sound, gameplay mechanics, code and user interface design.
- Built and tested the final product on various devices