KAO KAI SIANG
WEB/GAME DEVELOPER

I am a recent graduate of Swinburne University of Technology, holding a Bachelor's degree in Computer Science. My enthusiasm lies in the realms of web and game development, where I have successfully executed multiple projects, showcasing my skills and commitment to these dynamic and evolving fields. Check out my online portfolio for some examples of work that I have done.

CONTACT

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SKILLS

NextJS
TypeScript
Unity
C#

EXPERIENCE

WEB DEVELOPER INTERN · TITANFOUR BUSINESS SOLUTIONS   JAN2021 - MAR2021

Responsible for developing web applications using the C# .NET MVC framework, writing documentation and attending weekly meetings.

EDUCATION

BACHELOR OF COMPUTER SCIENCE · SWINBURNE UNIVERSITY OF TECHNOLOGY   2023

GPA: 3.5 with Weighted Average Mark of 80.25. 2-year program with credits transferred from INTI International College Subang.

BACHELOR OF COMPUTER SCIENCE · INTI INTERNATIONAL COLLEGE SUBANG   2022

GPA: 3.875 with Weighted Average Mark of 85.5. 2-year accelerated program with some subjects exempted from Diploma.

PROJECTS HIGHLIGHTS

HOUSE HUNTING

Two-semester capstone project merging computer science and game design students to develop an FPS game showcased at PAX Melbourne. Centered on a fantasy world, the game features a hunter collecting furniture to decorate their house.

PROJECTILE

A student-centric project management app developed using the T3 stack with features such as authentication, kanban board, thread/forum, file repository, and polls for seamless management of group assignments.