

Radhika Dhanji

Email: radhikadhanji0517@gmail.com

Mobile: 020 4183 6501

GitHub: radhikadhanji

Career Objective

I am seeking a role as a full-stack developer, where I can combine creative problem solving with strong technical knowledge to build accessible and impactful software. I enjoy collaborating in diverse teams and contributing to projects that benefit the wider community.

Skills Summary

Adaptability

I apply agile forward-thinking approaches gained from design courses when building software projects, balancing functionality with style and accessibility. This enables me to create user-friendly programs and adapt quickly to new frameworks and technological stacks.

Effective Communication

I facilitate collaboration during game jams and university projects by clearly articulating technical concepts to peers. As a technology tutor for students aged 8–14, I adapt my teaching to support children with different learning styles, strengthening my ability to communicate complex topics concisely.

Time Management

I delivered multiple complete games during 3-day game jams by implementing core functionality quickly while under pressure. These experiences taught me to balance quality with deadlines and adopt efficient workflows to ensure project completion.

Work Experience

Student Ambassador – Victoria University of Wellington

2025-Current

- Directly assisting new students with the adjustment to university life through campus tours and helpdesks.
- Built strong connections with students from diverse backgrounds, providing tailored support and referrals to student services.
- Recognised by Student Ambassador leadership for creating a welcoming and inclusive environment.

Lead Tutor – Matamoe Hub

2024-Current

- Designed and delivered lessons in Python, game development, 3D printing and machine learning for students aged 8–14.
- Fostered engagement with technology by adapting content for different learning levels, including working with children with disabilities.

- Received positive feedback from students and parents, with several students continuing to pursue further projects.

Volunteer – Wellington Plus

2023-Current

- Contributed positively to various volunteer organisations including InsideOut and Victoria University of Wellington student services.
- Performed administrative tasks and supported charities undergoing transformation and pressure, showing a passion and commitment to their causes.
- Encouraged by the University to continue volunteering and supporting outreach projects.

Education

BSc in Computer Science at Victoria University – Expected end date 2025

Technical Skills

Java:

Developed object-oriented Maven projects in university, applying algorithms and data structures to create efficient solutions. Gained experience with network programming and deployed containerized applications using AWS, Docker, and Netlify.

JavaScript:

Created interactive websites and visual projects, including a modular blog with a tag filtration system. Designed a music visualiser with p5.js, translating audio data into dynamic, real-time graphics.

Python:

Built machine learning projects from scratch in University (e.g. KNN, linear regression and neural networks) and used Pandas/Numpy/Matplotlib for data manipulation. Documented projects with Jupyter Notebook for clarity and reusability.

Proficient in: Java, Maven, Python, JavaScript, GDScript, PostgreSQL, Unreal Engine
Knowledge of: TypeScript, Three.js, Linux, Machine Learning concepts, Docker, AWS

Project Experience

Game made in Godot for Cozy Spring Jam

2024

- Collaborated with a team of six to create a game in Godot using GDScript over three days.
- Designed and implemented a potion system, user interfaces, and conducted extensive bug testing.
- Used GitHub for version control and continuous integration.
- The resulting game was successfully submitted before the deadline and has now received engagement from 300+ users.

Music Visualiser at Victoria University

2023

- Developed a dynamic music visualiser in JavaScript (p5.js) that animated based on song data.
- Applied modular design principles to reduce code reuse.
- Managed development using GitHub version control.

Interests

I am interested in digital art and creative writing, especially writing for video games. I write prolifically and have published some works online. I also enjoy bush walking in remote areas.

References available on request.