

EDUCATION

Auckland, NZ **The University of Auckland** **Mar 2022 – Present**
Bachelor of Engineering (Honours)/Bachelor of Science, Software Engineering, Mathematics

Academic Achievements:

- **Cumulative GPA:** 8.58/9 (A/A+ Average)
- **Dean's Honours List:** Top 5% of Engineering Cohort (2022, 2023)
- **First in Course Awards:** SOFTENG 281 Object-Oriented Programming, SOFTENG 206 Software Engineering Design, and ENGGEN 204 Professional Skills and Communication

EXPERIENCE

Research Assistant **NAOInstitute** **Nov 2023 – Feb 2024**

- Conducted comprehensive AI research focused on transforming textual data into vector graphics
- Developed a **Python** script leveraging reinforcement learning ideas to improve the quality of vector graphic generation, incorporating open-source models and utilising OpenAI's API for improved image processing.

Part II Blogger **The University of Auckland** **Jun 2023 – Oct 2023**

- Responsible for producing blog content with the aim of encouraging students into software engineering.
- Executed creative design initiatives for the blog, including graphics and layout enhancements.

Mathematics Tutor **Elite Education** **Jan 2021 – Feb 2024**

- Delivered engaging online mathematics instruction to primary and intermediate students.
- Crafted personalised lesson plans and interactive activities that improved mathematical maturity.

EXTRACURRICULAR

Sponsorship Manager **Software Engineering Students Association** **Oct 2023 – Present**

- SESA is one of the university's most active tech clubs with 300+ member dedicated to software engineering.
- Led the development of a comprehensive prospectus and funding proposals, while acting as the liaison between SESA and its sponsors.

Treasurer **Google Developer Student Clubs** **Jun 2023 – Present**

- GDSC is a club that aims to equip developers with technical, business and interpersonal skills.
- Managed the club's financial operations, ensuring efficient allocation of resources for events and projects.
- Coordinated closely with club executives to plan and execute technology-focused events.

Volunteer **Robogals** **Feb 2023 – Present**

- Robogals is an organisation that aims to empower underrepresented minorities in STEM.
- Facilitated STEM learning experiences at local libraries, contributing to the empowerment of underrepresented groups in technology.

PROJECTS

- **Hyacinth (2024 – Present):** Developed a mobile task planning app using **SwiftUI** on the **MVVM** architecture, focusing on intuitive design for day-to-day task management. The app features a personalised interface, with careful attention paid to adhering to Apple's Human Interface and Accessibility Guidelines.
- **Ray Tracer (2024):** Created a simple ray tracer in **C++** to learn and demonstrate proficiency in object-oriented programming and concurrency. Implemented multi-threading to improve efficiency and performance.
- **Personal Website (2024):** Developed a personal website in **HTML**, **CSS**, and **JS** to link to various online profiles.
- **OrbEscape (2023):** In a group of three, developed a pixel art escape room game using **Java** and **JavaFX**, which was awarded first place in the course for its exceptional design and implementation.

SKILLS

- C++, Java, Python, Swift, SwiftUI