Curriculum Vitae (CV)

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EDUCATION

Monash university Malaysia – Subang Jaya, Malaysia
B.Sc. in Computer Science, Specialisation in Algorithms and Software
Expected graduation: July 2028
GPA: 3.25/4.00

TECHNICAL SKILLS

Languages	Python, C/C++, C#, Java, Visual Basics
Frameworks	Streamlit, Plotly, NumPy, Pandas
Developer Tools	Git, VS code, intellij IDEA, Github, GitLab
Database	Oracle, MongoDB

EXPERIENCE

Participated in the Great Malaysia AI HACKATHON   September 2025

- Leader of a group of 5 where we collaborated to develop an AI-powered healthcare web platform that aggregates fragmented patient data to provide predictive insights and treatment recommendations.
- Contributed to backend logic and AI integration for risk assessment and recommendation generation.
- Designed system architecture to simulate unified clinical, lab, and lifestyle datasets under hackathon time constraints.

PROJECTS

A roguelike game   October 2025

- Build a modular, data-driven roguelike adventure game in **Python**, implementing OOP principles, JSON-based dynamic content loading, and scalable architecture to support combat, shops, perks, classes, allies, and boss systems.
- Migrated project from a terminal prototype to an interactive **Streamlit** web application, enhancing UI/UX, implementing event-driven logic, and improving usability through iterative user testing and feedback-driven refinements.
- Designed and balanced complex gameplay systems (perk rarity tiers, risk–reward mechanics, stat scaling, superboss encounters), demonstrating strong problem-solving, software design, and iterative development skills.

Pathfinding Algorithm Visualizer   October 2025

- Developed an interactive 2D Pathfinding Visualizer in **Python** using **Streamlit** and **Plotly**, comparing A*, Dijkstra, and RRT algorithms with real-time grid animation and performance metrics.
- Implemented modular algorithm classes and performance dashboards using **NumPy, heapq, and Pandas**, enabling dynamic obstacle generation, customizable grids (5×5–50×50), and data-driven comparisons.
- Designed a scalable, multi-file architecture integrating UI, algorithm logic, and analytics, demonstrating strong algorithmic understanding, software design principles, and full-stack Python development skills.

LEADERSHIP & TEACHINGS

Byte buddy Mentor   February 2026 – March 2026

Monash university, School of IT; Mentored 7 first-year IT students, providing academic guidance, resource navigation, and peer support to ease transition into university life.