Nicholas Benedict

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EDUCATION

Hong Kong Polytechnic University Kowloon, Hong Kong
Bachelor of Science in Computer Science, Minor in Japanese *Sep 2019 – May 2023*

EXPERIENCE

Junior Software Engineer Aug 2023 – Present
Interleaf Technology Limited *New Territories, Hong Kong*
- Mentored interns by providing guidance and support, teaching them practical skills. Gave hands-on training and project-based learning sessions to ensure a comprehensive understanding of industry practices.
- Contributed towards the development of company's SaaS using LLM, Google TTS and Konva for a canvas based editor with GenAI capabilities, and optimised current code base significantly enhancing app interactivity and performance
- Implemented backend enhancements by implementing robust new APIs with FastAPI and managing Docker-based deployment on Google Cloud Run, ensuring scalable and efficient service delivery
- Automated operational processes through the deployment of cloud functions and scheduled jobs on Google Cloud Platform
- Integrated SendGrid API into the backend server to enhance marketing and communication efforts, enabling efficient email dispatch and management

Software Engineer Intern Sep 2022 – Dec 2022
Moving Bytes Digital *Surabaya, Indonesia*
- Developed a dashboard web application for user management using React
- Implemented a live chat feature to facilitate real-time support between users
- Enhanced system functionality by delivering 7 new API endpoints using Express to meet specific user needs

Full Stack Developer Intern Jun 2022 – Aug 2022
MyLife Network *Hong Kong Island, Hong Kong*
- Revamped the UI and UX of the company's web and mobile application using React and React Native, introducing a feature to track user activity and better understand their needs
- Enhanced user experience by developing data visualization views, enabling users to make informed decisions when choosing between offered products
- Optimized the Express server's product paging performance, reducing load times from 10 seconds to 2 seconds

PROJECTS

Course Recommender System | *Django, React, PostgreSQL, Docker* Jan 2023 – Apr 2023
- Constructed a Hybrid Recommender System using NLP (Natural Language Processing) and ML (Machine Learning) techniques, resulting in 80% recommendation accuracy
- Gathered required data by web scraping relevant data and processed them for recommendations
- Developed full stack course recommender system, with NextJS as front-end framework and Django as back-end framework, delivering an intuitive UI for students to use
- Practised DevOps using Docker to deploy a containerized full-stack web application

Mono AR Game | *Unity, C#, DoTween* Jan 2022
- Awarded "Best AR Game" at Global Game Jam 2022 Hong Kong, outperforming 58 teams through innovative AR game development and teamwork
- Developed a mobile AR game in a 5-day Global Game Jam HK 2022 as part of a game development team using Unity, contributing 30% to the project

TECHNICAL SKILLS

Languages: TypesScript, JavaScript, Python, Java, HTML/CSS, SQL (PostgreSQL)
Frameworks: React, NextJS, FastAPI, Django
Developer Tools: Git, Docker, Google Cloud Platform, PyCharm, WebStorm
Libraries: pandas, NumPy, bs4, Konva