

Nicholas Benedict

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EDUCATION

Hong Kong Polytechnic University

Bachelor of Science in Computer Science, Minor in Japanese

Kowloon, Hong Kong

Sep 2019 – May 2023

EXPERIENCE

Junior Software Engineer

Interleaf Technology Limited | React, FastAPI, Spring Boot, Firebase

Aug 2023 – Present

New Territories, Hong Kong

- Developed a canvas-based editor for a new feature on the company's SaaS
- Maintained the current company's SaaS system, with backend using FastAPI and Spring Boot alongside frontend using React
- Implemented CI/CD pipeline through server-less functions, and docker containers using Google Cloud Platform

Software Engineer Intern

Moving Bytes Digital | React, Node.js, MySQL

Sep 2022 – Dec 2022

Surabaya, Indonesia

- Developed a dashboard web application for user management using React
- Implemented a live chat feature to facilitate real-time support between user and admins
- Implemented new server features by delivering 7 new API endpoints using Express for data visualization on web dashboard

Full Stack Developer Intern

MyLife Network | React, React Native, Node.js, MySQL

Jun 2022 – Aug 2022

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 implementing data visualization views, helping users to make better decisions when comparing several products
- Optimized the Express server's product pagination performance, reducing load time from average of 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

Mono AR Game | *Unity, C#*

Jan 2022

- Awarded "Best AR Game" at Global Game Jam 2022 Hong Kong, competing against 58 teams
- Developed a mobile AR game in a 5-day Global Game Jam HK 2022 as part of a game development team using Unity

TECHNICAL SKILLS AND HOBBIES

Languages: JavaScript, TypeScript, Python, Java, C/C++, HTML/CSS, Firebase, SQL (PostgreSQL)

Frameworks: React, React Native, NextJS, FastAPI, Spring Boot

Developer Tools: Git, Docker, Google Cloud Platform (GCP), Amazon Web Services (AWS)

Hobbies: Cooking, Gym, Tinkering with home server