

# Nicholas Benedict

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## EDUCATION

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**The Hong Kong Polytechnic University**  
*BSc Hons Computer Science,*

**Sept. 2019 - Jul. 2023**  
*Kowloon, HK*

## EXPERIENCE

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**Interleaf Technology Limited**  
*Junior Software Engineer*

**Aug. 2023 – Now**  
*Hong Kong Science Park, HK*

- Contributed towards the development of an English exercise generator using OpenAI's ChatGPT and Google TTS, and optimised user experience with Next.js, 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 cron jobs on Google Cloud, and integrated SendGrid API for streamlined email communications.

**Moving Bytes Digital**  
*Software Engineer Intern*

**Sep. 2022 – Dec. 2022**  
*Surabaya, Indonesia*

- Contributed to the development of 4 new features on the company's dashboard application using ReactJS. Delivered 7 new API endpoints using Express JS to address the client's business logic needs.

**MyLife Network**  
*Full Stack Developer Intern*

**Jun. 2022 – Aug. 2022**  
*Cyberport, HK*

- Developed the company's mobile application using React Native, incorporating 7 new features for future releases on iOS and Android platforms, and utilised NodeJS to resolve 3 issues on the company's API server.
- Contributed as a member of the frontend web development team to fully revamp one of the company's websites using NextJS ([website](#)).

## PROJECTS & ACHIEVEMENTS

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**Course Recommender System ([Website](#))**

**Jan. 2023 – Mar. 2023**

- Constructed a Hybrid Recommender System using NLP (Natural Language Processing) and ML (Machine Learning) techniques, resulting in 80% recommendation accuracy.
- 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 ([Website](#))**

**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.

## SKILLS & TOOLS

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- **PROGRAMMING:** TypeScript, JavaScript, Python, Swift, Java, C++, C#, SQL
- **FRAMEWORKS:** ReactJS, NextJS, FastAPI, React Native, AstroJS, SwiftUI, ExpressJS, Django, Flask
- **LANGUAGES:** Indonesian (Native), English (Native), Japanese (Intermediate)