

Nicholas Benedict

+852 51291013 | nicholasb1537@gmail.com | [Website](#) | [LinkedIn](#) | [GitHub](#)

EDUCATION

Hong Kong Polytechnic University

Kowloon, Hong Kong

Bachelor of Science in Computer Science, Minor in Japanese

EXPERIENCE

Junior Software Engineer

Aug 2023 – May 2025

Interleaf Technology Limited | NextJS, FastAPI, Spring Boot, Kubernetes

New Territories, Hong Kong

- Worked on learning marketplace and management system for students to track their learning progress with Spring Boot
- Developed an AI-based writing assistant tool aimed at primary school students for educational purposes using FastAPI
- Constructed an educational canvas-based editor, allowing teachers to create interactive content for students using NextJS
- Set up cloud deployment pipeline for company's SaaS on AWS EKS for reliable and scalable deployment

Software Engineer Intern

Sep 2022 – Dec 2022

Moving Bytes Digital | React, Node.js, MySQL

Surabaya, Indonesia

- Developed a dashboard web application for backoffice users to manage user data and transactions
- Implemented a live chat feature to facilitate real-time support between user and admins
- Released data visualization feature for admin users to better understand user behavior and make data-driven decisions

Full Stack Developer Intern

Jun 2022 – Aug 2022

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

Hong Kong Island, Hong Kong

- Revamped the UI and UX of the company's web and mobile application using NextJS and React Native
- Enhanced UX by implementing data visualization charts, allowing users to make informed purchasing decisions
- Optimized the server's product pagination logic, reducing load time from average of 10 seconds to 2 seconds

PROJECTS

Course Recommender System | *Django, NextJS, PostgreSQL, Docker*

Jan 2023 – Apr 2023

- Deployed the system on a bare metal server using Docker
- 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 frontend and FastAPI backend

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 with C#

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, SQL

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

Cloud Providers: Google Cloud Platform, Amazon Web Services, DigitalOcean

Developer Tools: Git, Docker, Kubernetes, Neovim

Development Environment: Unix/Linux