Kai Siang Kao

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Education

Swinburne University of Technology, Bachelor of Computer Science   Feb 2023 - Dec 2023
- GPA: 3.5 with Weighted Average Mark of 80.25.
- Major in Cybersecurity. 2-year program with credits transferred from INTI International College Subang.

INTI International College Subang, Bachelor of Computer Science   Jan 2022 - Dec 2022
- GPA: 3.875/4.0 with Weighted Average Mark of 85.5
- Major in Cybersecurity. 2-year accelerated program with some subjects exempted from Diploma.

Experience

Full Stack Engineer, Rails CRM, San Jose, California   Mar 2025 - Present
- Enhanced the data query engine by implementing complex filtering logic using Knex, Prisma, and PostgreSQL.
- Resolved various UI issues and revamped the landing page, utilizing Next.js, TypeScript, and MUI with SCSS to improve user experience and design consistency.

Junior Software Developer, BusOnlineTicket, Kuala Lumpur   Jan 2024 - Mar 2025
- Integrated multiple bus operators' systems into the backend infrastructure using the ASP .NET framework.
- Overhauled the booking page interface, migrating from JQuery to ReactJS for improved performance and user experience.
- Implemented a range of payment methods, including Google Pay, Apple Pay, and QRIS, through integration with 2C2P, a Singapore-based payment service provider.

Web Development Intern, Titanfour Business Solutions, Puchong, Selangor   Jan 2021 - Mar 2021
- Developed and enhanced an ERP web application using ASP.NET MVC and jQuery, improving user experience and functionality.
- Built a web API to integrate with internal systems, streamlining data exchange.
- Automated Excel data processing and optimized workflows with SSIS for improved efficiency.

Projects

Projectile
- A student-centric project management app with robust features for seamless management of group assignments.
- Tools Used: TypeScript, NextJS, TRPC, TailwindCSS, Shadcn, Supabase (Postgres), Prisma ORM
- Project URL: https://projectile.ks-kao.com/
- Repository: https://github.com/ksKao/projectile

House Hunting
- A captivating first-person game set in a fantastical world, where players embark on a furniture-hunting adventure to decorate their homes. Developed as a Final Year Project for a Bachelor's degree, the game was featured at PAX Melbourne.
- Tools Used: Unity, C#
- Project URL: https://onehouseonefish.itch.io/house-hunting
- Repository: https://github.com/GhostEntity12/HouseHunting

Technologies

Languages: TypeScript, JavaScript, C#, Java, MySQL, HTML, CSS

Technologies: React, NextJS, TailwindCSS, Svelte, .NET, Unity, NodeJS, Git, Firebase