

Chi Kit (Aiken) Lee

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EDUCATION

Monash University
Computer Science / GPA: 3.8/4

Melbourne
2024 — Expected 2026

- Relevant coursework: Data Structures & Algorithms, Relational Database, Web Development, Object-Oriented Programming, Cloud Computing, Networking & Systems, Discrete & Continuous Math

WORK EXPERIENCE

Software Developer
Monash Nova Rover

Aug 2025 — Current
Melbourne

- Help migrating from Gazebo to Unity, providing better graphics, physics, workflow, and performance (CUDA)
- Improved the internal software GUI using TypeScript and React, used by over 100 team members
- Tested and integrated new camera sensors using ROS2, improving image accuracy

Education Officer
Monash Assistive Tech Team

Jul 2025 — Current
Melbourne

- Delivered programming and technology workshops on campus and deliver workshops to FIT1049 students
- Collaborates with external org to conduct STEM workshops for different age groups and disadvantaged groups

Programming Bootcamp Tutor
Monash University

Jul 2025 — Jul 2025
Melbourne

- Led group sessions on Python fundamentals and guided students through programming tasks
- Helped students debug code, build problem-solving skills and learn basic data structure and algorithm concepts

PROJECTS

KVis (github.com/yens5757/kvis)

Dec 2024 — Feb 2025

- Built an in-memory database in Python with key expiry and data persistence by loading RDB snapshot files
- Developed master-slave synchronization using a three-way handshake with incremental replication
- Designed an asyncio based asynchronous client handling system to manage concurrent connections
- Implemented a Redis Serialization Protocol (RESP) parser supporting multiple data types

Driver Tracker (github.com/yens5757/driver-tracker)

Sep 2024 — Nov 2024

- Built a full-stack driver and package management system and deployed it on AWS
- Built the frontend using Angular, TypeScript, and Bootstrap to provide a responsive and user-friendly interface
- Designed backend RESTful APIs and integrated external services for translation and distance estimation
- Implemented real-time status updates for drivers and packages using Socket.io

Ray Vanguard (github.com/yens5757/ray-vanguard)

Feb 2024 — Jun 2024

- Built a 2D arcade game with C# and SplashKit framework
- Applied object-oriented programming principles to structure game logic and enable scalable features
- Implemented design patterns such as Factory and Singleton to improve modularity and code reusability
- Developed a custom game loop and a scene management system to handle different game states efficiently

EXTRACURRICULAR ACTIVITIES

AXON(UniHack Project) (devpost.com/software/axon-learning)

Mar 2025 — Mar 2025

- Led a team of 6 to build a full-stack project in 48 hours during UniHack and placed 3rd in the First Timers Prize
- Built an AI-driven learning path planner that generates personalised study roadmaps from user inputs
- Developed the frontend in TypeScript using React Flow to visualise learning plans as interactive node graphs
- Built a Node.js/Express backend with MongoDB and integrated LangFlow AI workflows to generate resources

SKILLS

- Programming Languages:** Python, C#, Ruby, JavaScript/TypeScript, C++
- Technologies & Framework:** AWS, MongoDB, Redis, Git, Bootstrap, Angular, Express.js, Node.js, React, MySQL, Oracle RDBMS, Unity, NixOS
- Skills:** DSA, Object-oriented programming, Functional Programming, SQL, RESTful APIs, Unit Testing