CLARIE CHEK

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Education

The University of Adelaide   JUN 2020 – JUL 2024 (Expected)

Bachelor of Mathematical and Computer Sciences with Bachelor of Finance, GPA: 6.4 / 7

Work Experience

Software Engineer Intern — Peak Medical   FEB 2023 –

Currently working with the CTO and founder to develop a pre and post-surgery mobile application that aims to enable access to affordable care and improve health experience and recovery outcomes for patients using computer vision and AI.

Software Engineer Intern — AML Cloud   AUG 2022 – OCT 2022

Worked in the software development team responsible for developing a screener web application. This is part of a collection of anti-money laundering compliance products that optimizes the process of uncovering crime proceeds and illegal financing. The app provides sanction lists and PEP (publicly exposed people) lists screening, adverse media search and screening for other illegal activities such as human trafficking. My responsibilities include:

- Collaborating with business analysts to fetch and parse data from sanction lists.
- Worked according to UI UX design to develop features such as theme modes, app bar, settings tab, and PEP screening pages and helped resolve issues.
- Created a reusable components library for widgets such as Logo, and Login page.
- Fixed bugs and improved app responsiveness.
- Utilized Git and Git Projects to synchronize progress with team members in local and remote locations.

Technologies used: Flutter, Nodejs (TypeScript), Riverpod and Google Cloud Platform (Firestore).

Projects

Personal Portfolio *Link*   JAN 2023

My personal portfolio website built with Next.js, Tailwind CSS and deployed with Vercel.

BMI Calculator *Link*   JAN 2023

Developed a web application in Flutter that calculates body mass index (BMI) based on users' inputs (gender, height, weight). Implemented a dark and light theme mode switch to allow dynamic changes between modes.

RoboFriends *Link*   JUL 2021

A React app utilizing APIs from JSONPlaceholder for user information and RoboHash for user images. Search bar allows search and filter of usernames. Contents responsively adjust according to screen size.

Casino *Link*   MAY 2021

In a team of 2, built a terminal-based roulette game in C++ that has multiplayer and story modes, where players must place their bet and guess the randomly generated roulette colour. Used inheritance on Thief and Detective classes to inherit common properties from User class.

Game of Nim *Link*   OCT 2020

MATLAB turn-based strategy game that runs in the terminal, where players remove 1 or 2 stars from a pile and the player who removes the final object wins. Developed incrementally with unit tests for functions at each stage.

Skills

Languages: C++, Dart, Javascript, HTML, CSS, Typescript, MATLAB, C

Other technologies Git, PostgreSQL, Firebase, Heroku, Cloud Computing (Azure), algorithms and data structures

Additional Achievements and Community Involvement

UniHack Hackathon, *Participant, Feb 2022,* collaborated with a team of 5 to build a decentralized version of Reddit within 48 hours. Helped present the project.

Women in STEM Careers, *2022*, a program providing professional development opportunities for women in STEM.

Adelaide Blockchain, *Volunteer, Jan-Nov 2021,* an organization dedicated in the education and adoption of Blockchain technology. Assisted with event organizing and social media engagement.

Ann Coultas First Year Statistic Prize, *2020,* awarded to the highest achieving student in a first year Statistical Analysis and Modelling course.

Global Citizens Scholarship, *2020*, awarded for exceptional academic achievements in high school.