

# DI KAN

## EDUCATION

**Master of Information Technology, AI.**  
**University of New South Wales**

Feb 2024 - Feb 2026  
WAM 79

**Bachelor of Computer Science.**  
**Shanghai University**

Sep 2019 - Jun 2023  
WAM 85

**Programming coursework:** Data structure, Algorithm design, Web development, Artificial Intelligence, Bayesian Network.

## TECHNICAL SKILLS

- (*proficient*): Python, C#, C/C++, JS, HTML, CSS, Git, Unity,
- (*familiar*): SQL, TensorFlow, React, React Native, LaTeX, Computer Vision, Reinforcement Learning, Neural Networks, Bayesian Network, Recommender system.
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## EXPERIENCES

**\*\* HIT ACADEMY\*\*** (*startup*) | **Junior Game Developer**

Jun 2020 - Jul 2023

- Executed full-stack development for 5+ independent game prototypes using Unity Engine and C#, handling both frontend and backend logic implementation.
- Constructed 10 distinct rule-based AI behaviors for in-game entities by designing a behavior tree logic system and BOIDS algorithm to achieve realistic large groups of NPC behaviors.

## PROJECT

**\*\* Education Module\*\*** | *React Native, Typescript, Git, Docker*

Sep 2025 - Nov 2025

[Code link] [https://github.com/Korleones/education\\_module](https://github.com/Korleones/education_module)

- Developed an educational recommendation system for a prominent education company, integrating a skill tree, recommendation engine, and constellation-map sub-modules to enhance personalized learning paths.
- Serving as both the Project Manager and a Developer in a six-person team, successfully leading the project from inception to implementation.
- Architected a unified embedding framework for three core systems, incorporating a centralized dashboard and a user-mocking interface to significantly improve navigation efficiency and simplify cross-user simulation testing.
- Spearheaded the architectural design and technical problem-solving for three major modules, developing custom node-connection algorithms and topological rendering logic for the constellation and skill tree systems to ensure seamless data visualization.

**\*\* Airbrb\*\*** React, Vercel, JS, HTML/CSS, Git

May 2025 - Jun 2025

[Code link] <https://github.com/Korleones/airbrb-deploy>

- Engineered a frontend Airbnb clone to facilitate end-to-end property rental workflows, implementing secure authentication, real-time booking, and property management modules (listing/revocation) to demonstrate.
- Deployed the application to a cloud-native environment via Vercel, establishing an automated CI/CD pipeline to facilitate instant global web access and secure environment variable management.
- Established a robust automated testing suite featuring Unit and Integration tests, ensuring 100% integrity of core user logic and significantly reducing manual regression efforts during deployment.
- Demonstrated advanced version control proficiency by adhering to standardized Git commit conventions and efficiently resolving complex merge conflicts, ensuring a clean and traceable project history.

**\*\* File Sharing System \*\*** Python, Socket, Networking

Nov 2024 - Dec 2024

[Code link] <https://github.com/Korleones/filesystem-p2p-clientserver>

- Developed a terminal-based distributed file system supporting concurrent multi-user access, utilizing TCP Sockets and Multi-threading to manage simultaneous file transfers and ensure high-speed data synchronization
- Engineered a hybrid distributed file system supporting both server-based sharing and Peer-to-Peer (P2P) transfers, utilizing TCP Sockets and Multi-threading to optimize data throughput and minimize server load during concurrent user sessions.

**\*\*More projects\*\*** on Neural Networks, Rust, and Computer Vision are available at: [github.com/Korleones](https://github.com/Korleones)