

DELIA KOK

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CAREER OBJECTIVE

Graduate Software Developer with Honours, specialising in full-stack web and mobile development using Python, .NET, React and Jekyll while integrating with AI-assisted development tools. A driven team player with strong ability to research that aids problem solving for clean solutions under pressure.

SKILLS

- Software Language, including Azure Cloud
- Familiarity with AI assisted development
- Problem-solving
- Team Collaboration
- Communication
- Detail-orientated
- Proactive mindset

EDUCATION

Bachelor of Software Engineering (Honours), Deakin University **Mar 2022 – Oct 2025**

- Research thesis on “Machine and Deep Learning for Mental Health Classification”
GitHub Link: <https://github.com/D3IK1ch1/ML-and-DL-Approaches-for-Mental-Health-Classification>

PROFESSIONAL EXPERIENCE

VR Project Internship, Deakin University **Nov 2024 – Jan 2025**

- Integrated real-time bike hardware data with **Unity** VR Project for CycleCave system, enabling smooth interaction and accurate live feedback.
- Built a **data-logging pipeline** for the CycleCave database, exporting required telemetry into Excel to meet client deliverables in a day.
- Developed KAT VR walking system, connecting hardware movement to the Unity / VR games in real time and producing documentation for future developers.
- Set up and configured Captury Live motion-capture system, including connecting the multiple cameras for the required app and documenting for successors.

Project SunCycle Redback Operations (Capstone), Deakin University **Mar 2024 – Oct 2024**

- Delivered **Unity** tasks for gamified VR missions and promoted to project leader, managing 20 membered team to complete milestones through sprints.
- Collaborated with senior leaders to define project strategy and execution plans that improved development efficiency.
- Led brainstorming sessions contributing in innovative VR mechanics and gameplay enhancements.

- Facilitated team members, improving overall team efficiency with reducing time within a week in finishing certain tasks.
- Demonstrated leadership, guiding the team of 20 members through critical phases and risk assessments of the project and ensuring timely completion every week. Performed testing, debugging and quality assurance for Unity components to maintain project stability.
- Managed project infrastructure, including source control through GitHub and documented VR work through research about missions and gamified functionalities weekly.

IT PROJECTS

- Implemented a static website for a writing blog, with comment and search bar to post my writings consistently.
- In-progress apps at GitHub from my own problems or real-life problems out of friendly conversations:
 - Navigation routes to combine both PTV and multi stop routing
 - Parsing a bank transaction PDF to track my monthly finances for financial budgeting.
 - Creating a proof of concept for integrated in-tune hearing to attract / repel kangaroos and direct them away from main roads leading to kangaroo deaths and back to their habitats.
 - Accountability app to track tabs through Windows computer and note how much time used on each app

EXTRA-CURRICULAR ACTIVITIES

Volunteer (Food Packaging and Inventory), Empower

May 2025 – Present

- Collaborated with a 10 person team to sort and pack 100+ food packages for people in need.
- Collaborated in a small team restocking inventory on shelves for customers ensuring clients always had access to available stock.
- Acted as a personal shopper for customers, using clear communication to ensure what could be provided and what quality of goods could be taken ensuring balance of supply for others.

Committee, Deakin Volunteering Hub

Mar 2025 – Oct 2025

- Drafted the events and volunteering opportunities for DVH in newsletter.
- Coordinated with other volunteers in Edgar's Mission, mucking out animal shelters.
- Coordinated with other volunteers the whole week for Bento's Box, cooking and selling the bento boxes to students.

REFEREES

Available upon request.