Jun Yeo

Melbourne | 04 8116 6487 | junyyeo@gmail.com | [Linkedin](#) | [GitHub](#) | [junyyeo.dev](#)
Employment Right in Australia: Citizen

EDUCATION

University of Melbourne   **Melbourne, Australia**
Bachelor of Science - Computing and Software Systems   *Graduation Date: November 2025*
Coursework Subjects: Object Oriented Software Development, Algorithms and Data Structures, Database Systems, Data Processing, Software Modelling and Design, Graphics and Interaction, Computer Systems, Machine Learning, Artificial Intelligence.

WORK EXPERIENCE

University of Melbourne Game Makers Club - Production Division   **Melbourne**
Developer   *August 2024 - August 2025*
- Working alongside a group of artists, musicians, writers, producers, game designers and other developers to produce a game for the Unimelb Game Maker's Club Production Division.
- Participating in regular team meetings and brainstorming sessions to refine game mechanics, aesthetics, and narrative elements.
- Creating complicated object-oriented systems such as an inventory system and an item management system.

Code in the Community   **Singapore**
Volunteer Assistant Teacher   *July 2018 - September 2018*
- Supported lead teachers in delivering lessons and managing classroom activities over a 12-week course, ensuring a productive and engaging learning experience.
- Promoted a supportive and inclusive classroom environment, encouraging active student participation and fostering a positive learning culture.

Singapore Army Force   **Singapore**
Administrative Support Assistant   *April 2020 - April 2022*
- Personal Assistant to the Company Sergeant Major of the 3rd Army Maintenance Base, ensuring seamless daily operations and communication.
Strategically coordinated and assigned personnel for monthly duties, optimizing resource allocation and efficiency.

PROJECT EXPERIENCE

[Melbourne University ESports Club Website](#)   **Melbourne**
Fullstack Developer   *September 2024 - Present*
- Integrated **Notion API** to dynamically manage and update content, improving workflow efficiency.
- Optimized **Next.js and React components** for better loading speeds and user experience.
- Deployed and managed the site using **Vercel**, implementing CI/CD for seamless updates.
- Collaborated with club leadership to enhance UX/UI and align features with member needs.
- **Technologies Used:** Next.js, Vercel, React, Notion API

[mp.3D](#)   **On-Site Hackathon**
Frontend Programmer, Technical Artist   *April 2025*
- Developed a responsive web-based audio visualizer using **Three.js** and **React**.
- Designed and implemented a real-time raymarching shader in **GLSL**, synchronized to audio input for dynamic visual effects.
- **Technologies Used:** React, ThreeJS, GLSL Shaders

[Retronome](#)   **In-Person Game Jam**
Developer and Technical Artist   *January 2025*
- Acted as both a programmer and technical artist for a team of 3 in the CISSAxGMC 2025 Game Jam
- Designed and implemented UI, graphics and shaders for the game Retronome
- **Technologies Used:** Godot, GDScript, Shaders

[Bottle](#)   **On-Site Hackathon, Melbourne**
Backend Developer   *March 2025*
- Developed the backend REST API using **Django** for a full-stack web application in 3 days for Monash's UniHack Hackathon.
- Deployed and connected the backend **postgres** database from **AWS** to the project backend.
- Assisted in refining some front end UI elements using **ReactJS** components and **TailwindCSS**.
- **Technologies Used:** ReactJS, Postgres, Django, Typescript, Docker, Phaser.JS

SKILLS & INTERESTS

Skills: Python, BS4, Pandas, Matplotlib | React, Next | C | Java |Flask, Django, Node | MongoDB, Postgres, Prisma | Github and Version Control | Godot |

Interests: Game Development, Cooking, TTRPGs, Fighting Games