

# Grant Dong

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Final-year Computer Science & Finance double-degree student at the University of Sydney (WAM: 76.4), with hands-on experience in full-stack development, embedded systems, and agile delivery. Comfortable across the stack — from C++ systems programming to JavaScript front-ends and Python-based data pipelines. Seeking a graduate role in software engineering, data, cybersecurity, or AI where I can contribute to real world products.

## Education

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**University of Sydney** Bachelor of Advanced Computing & Bachelor of Commerce **Feb 2021 – Current**

- **Majors:** Computer Science & Finance **WAM:** 76.4
- **Relevant Coursework:** Data Structures & Algorithms, Database Systems, AI & Machine Learning, Usability & Security, Agile Development, OOP, Corporate Finance, Portfolio Management

**University of Edinburgh** Semester Exchange **Jan – May 2025**

- Studied Computer Simulation and strengthened cross-cultural communication in an unfamiliar environment

## Experience

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**Software Developer Intern**, InSite Project Solutions **Aug – Nov 2024**

- Modernised a deprecated open-source streaming tool ([RaspiMJPEG](#)) — rewrote the C++ codebase from scratch, restoring full functionality and reducing memory footprint by eliminating legacy bottlenecks
- Contributed across multiple Scrum roles (developer, reviewer, documenter) within a 6-person team; authored technical documentation adopted as the project's ongoing reference standard

**Sales Associate**, Nike AF1 – Chatswood **Oct 2022 – Dec 2024**

- Onboarded and mentored new team members, reducing ramp-up time and maintaining service consistency during peak trade periods
- Consistently met KPIs in a high-volume retail environment, demonstrating reliability, stakeholder communication, and the ability to perform under pressure

## Projects [↗](#)

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**Personal Portfolio Website** *Next.js, TypeScript, Tailwind CSS* **2024 - Current**

- Built and deployed a responsive personal site showcasing projects, hobbies and interests.

**Untitled Video Game Development** *C#, Unity, Blender [private repository]* **2025 - Current**

- Leading a 4 person dev team to create a Multiplayer Co-op Horror Dungeon Crawling video game from scratch.
- Planning, timelining and implementing complex inter-connected systems whilst managing progress of peers.

## Technical Skills

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**Languages:** C++, C, C#, Java, Python, JavaScript / TypeScript, HTML & CSS, SQL (PostgreSQL)

**Frameworks & Libraries:** Next.js, React, Node.js, NumPy, Pandas

**Tools & Platforms:** Git, GitHub / Bitbucket, JIRA, Confluence, Jenkins, Linux / Bash, Excel

**Practices:** Agile / Scrum, CI/CD, Code Review, REST API design, Software Documentation

## Leadership & Extracurriculars

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**Private Tutor** Years 4–12 Mathematics & Sciences **2021 – 2023**

- Conducted weekly one-on-one sessions; developed individualised lesson plans and fluid teaching styles

**Competitive Football & Futsal** **2015 – 2025**

- 10 years of competitive team sport; developed leadership, accountability, and composure under pressure

**Other Interests:** Photography, Fishing, Hiking, Weight lifting, Reading