

Radhika Dhanji

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Career Objective

I am currently seeking a junior role in the software engineering industry to apply and develop my technical and interpersonal skills in a role that benefits the wider community. I am always curious and eager to upskill, and I employ strong collaboration and communication skills to deliver solutions with purpose.

Personal Skills

Communication

My adaptive style of communication ensures that ideas are laid out in a clear and concise manner. Experience in game jams, University group projects, and leading classes as a tutor have developed my ability to connect with a wide variety of people to share ideas effectively.

Self-Development

I actively enjoy upskilling to solve new challenges. When leading classes in new subjects, I seek out expertise from colleagues and personal research. However, I also independently delve into new skills that interest me through project-based learning, such as my geocache tracker.

Problem Solving

I often discover creative solutions to difficult problems, bolstered by my background in both technical and design disciplines. In the Chip's Challenge group project, I diagnosed problems through automated testing suites and managed issue tracking to oversee prompt resolution.

Critical Evaluation

I evaluate and assess all work I present thoroughly to identify errors, as well as reviewing others' work for issues. As well as implementing testing in my own work, my experience as a judge at NZ Aquabots Nationals has helped me evaluate from an empathetic and unbiased viewpoint.

Technical Skills

Programming Languages: Java, JavaScript, TypeScript, Python, SQL, GDScript

Frameworks: React, p5.js, Node.js, PostgreSQL, JavaFX, Leaflet.js, Next.js, Tailwind CSS

Other: Git, Teams, Slack, AWS, Linux, Docker, JUnit, Maven, Netlify

Qualifications

BSc majoring in Computer Science – Victoria University of Wellington

2023 – 2025

Work History

Lead Tutor – Matamoe Community Hub

2024 – Present

As a Lead Tutor, I design and teach classes in Python, 3D printing, game development and machine learning for students 8-14, reaching 200+ students across the Wellington region.

Student Ambassador – Victoria University of Wellington

2025 – 2025

I supported new students in their transition to University through tours and orientation days, building positive relationships, and tailoring support towards students with diverse needs and backgrounds.

Project Experience

Cozy Potion Evolution – GDScript

April 2024

I collaborated in a team of 3 developers to build and deploy a game in 3 days for the Cozy Spring Game Jam. I primarily developed UI components and dynamic inventory systems, managing version control with GitHub Desktop, and prioritising core features. As a result, the game has amassed 300+ players post-release.

Chip's Challenge – Java, JavaFX, JUnit

August 2024 – October 2024

I collaborated alongside a 6-person team to recreate the game Chip's Challenge from scratch in Java. I was responsible for the Fuzz Testing module, implementing 30+ manual and automated JUnit test suites to uncover errors, as well as managing issue tracking on GitLab, resulting in the resolution of 90% of errors in the project.

Eurovision Song Guessing Game – TypeScript, Next.js, Tailwind CSS

February 2026

I am building a daily music puzzle game where players identify Eurovision songs based on progressive song snippet reveals, randomised song selection shared across all players, and enforcing a daily limit of play, using TypeScript and Next.js for front-end logic and Tailwind CSS for UI components.

References are available upon request.