Steven Phan

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Education

Monash University — Melbourne, VIC, Australia
Bachelor of Software Engineering (Honours) — *Jan. 2024 – Present*

Awards & Achievements

UNIHACK 2026 | *6th Place out of 183 Teams (1,000+ Participants)* — Mar. 2026

Student Teams & Volunteering

Full-stack Project Officer — Oct. 2025 – Present
Monash Association of Coding (MAC) – Monash's largest student coding club

- Architected a full redesign of **monashcoding.com**, serving thousands of students per semester across events, sponsorships, and recruitment pages
- Maintained and shipped new features for MAC's student job board, helping students discover internship and graduate opportunities from industry partners
- Participating in structured code reviews, pull requests, and issue tracking within a multi-developer Git workflow

ESDA Software Engineer — Mar. 2025 – Dec. 2025
Monash Connected Autonomous Vehicle (MCAV)

- Developed software for a custom-built Electric Self-Driving Automobile (ESDA) that placed 1st in the Design Competition at IGVC 2025 in Detroit, USA
- Built ROS2 nodes in Python for real-time sensor fusion, processing data streams from LiDAR and ZED stereo cameras for obstacle detection and mapping

Kotlin Project Officer — Aug. 2024 – Jan. 2025
Monash Assistive Tech Team (MATT)

- Developed an Android app in Kotlin that uses BLE beacon trilateration to detect nearby obstacles and provide audio-guided indoor navigation for low-vision users

Projects

BeeSafe | *TanStack Start, React 19, YOLOv8, MediaPipe, AWS, PostgreSQL* — Mar. 2026 [Devpost]

- Developed a web-native driving safety platform in 48 hours at UNIHACK 2026, placing 6th out of 183 teams
- Implemented real-time in-browser computer vision using MediaPipe for driver drowsiness detection and YOLOv8 via ONNX Runtime with WebGPU for road hazard identification
- Engineered automatic crash detection through G-force analysis of device motion sensors, triggering emergency calls with precise GPS coordinates and AI-generated voice alerts via AWS Polly

MAC Website Redesign | *Next.js, TypeScript, Tailwind CSS* — Jan. 2026 [GitHub] [Live]

- Contributing to a ground-up rebuild of monashcoding.com, the public-facing site for Australia's largest university coding club
- Building reusable, animated UI components with Framer Motion and Tailwind CSS within a component-driven design system

Blackjack Web Application | *Next.js, Supabase, Tailwind CSS, AI* — Oct. 2025 [GitHub] [Live]

- Developed a full-stack Blackjack game with browser-persistent state, responsive layout, and real-time game logic
- Integrated Supabase for persistent currency tracking and match history with per-session win-rate analytics
- Implemented an AI advisor that evaluates the current hand and dealer upcard to recommend statistically optimal plays

Technical Skills

Languages: Python, Java, Kotlin, JavaScript, TypeScript, HTML/CSS
Frameworks / Platforms: Next.js, Tailwind CSS, ROS2, Android SDK, Supabase
Concepts: Object-Oriented Programming, Data Structures, Algorithms, Full-Stack Development, Responsive Design, Accessibility, Agile Practices
Tools: Git/GitHub, Linux, VS Code, IntelliJ, Android Studio