

Ooi Wei Kit

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WORK & LEADERSHIP EXPERIENCE

THEXRA SDN BHD

Klang, Selangor, Malaysia

Associate Solutions Engineer

May 2026 – August 2026

- Engineered immersive XR and AI-driven industrial safety training applications, conducting R&D to digitize complex engineering workflows into interactive assets that significantly reduced new hire training time.
- Formulated strategic enterprise business proposals and designed a comprehensive XR development curriculum for the CelcomDigi Metaversity Internship Programme, mentoring a 5-person team through a structured project lifecycle.

XR Coordinator

Nov 2025 – May 2026

- Developed AR/VR applications and custom 3D assets, while managing hardware configurations and on-site technical support for live client demonstrations, exhibitions, and workshops.

Jacvid Technology Supply & Service

Klang, Selangor, Malaysia

Online Manager

March 2023 – June 2023

- Administered backend e-commerce operations across jacmore.com, Shopee, and Lazada and produced promotional multimedia assets to boost digital customer engagement.

ArrayHubs

Klang, Selangor, Malaysia

Software Developer Intern

August 2022 – February 2023

- Developed responsive web applications and custom WordPress CMS solutions using CodeIgniter and front-end web technologies, optimizing SQL queries to improve system performance.

Key Projects

Sanguine Echoes | Phaser 4, Typescript, Vite

[Github](#)

- Engineered a 2D gothic action-roguelite in Phaser 4 and TypeScript, implementing frame-accurate hitboxes, a dynamic risk-reward recovery system, and customizable progression trees across three distinct levels optimized via Vite.

n8n Daily Digest | n8n, Gemini 2.5 AI, REST APIs, Webhooks

[Github](#)

- Designed as a backend automation workflow utilizing n8n to synthesize multi-source intelligence. Integrated OpenWeather, Google Calendar, News RSS, Notion, and Trello with Gemini 2.5 AI for automated summarization and daily Slack deliveries.

Delight's Despair | Unity, C#, URP

[Itch.io](#)

- Designed and developed a first-person psychological horror game set in a 1980s abandoned eerie village. Implemented interactive environmental puzzles, dynamic AI enemy mechanics, and optimized modular scene loading using Unity, C#, and URP.

Speak Up! - Multiagent VR Training | Unity, OpenAI APIs, Ready Player Me

[GitHub](#)

- Developed an immersive VR educational application in Unity designed for public speaking practice. Integrated OpenAI services (Whisper Speech-to-Text, ChatGPT, and Text-to-Speech) alongside Ready Player Me avatars to power interactive, multi-agent NPC conversations and provide real-time performance feedback.

ZeroWasteHub | *Flutter, Dart, Firebase*

[Github](#)

- Developed a cross-platform sustainability mobile app for iOS and Android using Flutter and Dart, integrating Firebase (Auth, Firestore, Cloud Functions, Storage) to handle real-time data synchronization and serverless logic. Engineered core user and admin features, including a location-based recycling center directory, photo-based item submissions, pick-up scheduling, and a gamified points and rewards system.

UMT Repository System Redesign (HCI) | *Figma, PACT Framework, Nielsen's Heuristics*

[Github](#)

- Redesigned the UMT Institutional Repository System UI/UX by conducting structured user analysis (PACT) and heuristic evaluations to engineer high-fidelity interactive Figma prototypes featuring advanced search filters and a Dark/Light mode accessibility toggle.

WebGL Refraction Cube | *Raw WebGL2, Javascript, HTML5 Canvas, REST APIs*

[Github](#)

- Programmed an interactive, real-time 3D frosted glass cube utilizing raw WebGL2 and Vanilla Javascript. Executed the entire 3D scenes, rendering, and shading pipeline from scratch without relying on external libraries like Three.js.

Enterprise Industrial XR & AI Solutions | *Virnect SDK, AR/VR, Spatial Sensors*

[Portfolio](#)

- Led full-lifecycle engineering of enterprise AR/VR industrial training and safety applications utilizing the VIRNECT platform, digitizing complex MRO procedures to optimize worker compliance and onboarding efficiency.

Delightful Shopping Experience (VR) | *Unity, XR Interaction Toolkit, OpenXR*

[Portfolio](#)

- Engineered an immersive VR application targeting retail simulation in Unity (XR Interaction Toolkit, OpenXR) featuring full physical checkout interactions that seamlessly transitions into a psychological horror experience upon triggering unethical actions like payment evasion.

EDUCATION

Tunku Abdul Rahman University of Management and Technology (TAR UMT)

Setapak, KL

Bachelor in Computer Science (Honours) (Interactive Software Technology)

2023 - 2026

- **Grades:** Distinction; CGPA 3.71/4.00

Mahsa University

Jenjarom, Selangor

Diploma in Information Technology

2020 - 2023

- **Grades:** Awarded Dean's List, CGPA 3.80/4.00

SKILLS

Programming Languages: C#, C++, TypeScript, JavaScript, Python, Dart, PHP, Java, SQL, HTML5/CSS3

XR & 3D Tools: Unity, OpenXR, XR Interaction Toolkit, Virnect SDK, Phaser 4, WebGL2/GLSL, Blender

Frameworks & Databases: Node.js, Flutter, Firebase, MySQL, CodeIgniter, n8n Automation

AI & Agents: Gemini API, OpenAI APIs, Claude Code, Cursor, n8n Automation

Developer Tools: Git, GitHub Actions, Vite, Playwright, Vercel, Netlify, VS Code

LANGUAGES

- **Chinese:** Native
- **English:** Fluent
- **Malay:** Fluent
- **Japanese:** Beginner