

Kailing Schottenius

Junior Software Developer

GitHub: github.com/schottenius03 | Portfolio: schottenius03.github.io/portfolio

Sydney, NSW 2220 | Open to relocate

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SKILLS

Languages and Frameworks

C#
C++
HTML5
CSS3
Java
Kotlin
Python (Flask)
Swift

Tools and IDE's

Android Studio
Canva
Figma
Git
GitHub
NetBeans
Sublime Text
Trello
Visual Studio Code

Databases

Firebase
SQLite

Soft skills

Communication
Problem-solving
Time management
Team collaboration
Adaptability
Attention to detail
User-focused mindset

LANGUAGES

Swedish

Native

English

Fluent

REFERENCES

Available upon request

PROFILE

Final-year Bachelor of Information Technology (Mobile App Development) student with hands-on experience in mobile and web development, UI/UX design, and Agile workflows. Enthusiastic about creating user-friendly digital products that combine technical skills with thoughtful design. Looking for opportunities to apply my skills in mobile or web development as a junior developer or intern, bringing hands-on experience and a user-focused mindset to real-world projects.

PROJECT EXPERIENCE

Just A Sec — Timer Application (Java / GUI)

github.com/schottenius03/just-a-sec

- Developed a desktop timer application in Java, allowing users to set and manage countdown timers with a simple and intuitive interface.
- Implemented event-driven programming and GUI components to handle user input, timing logic, and real-time updates.
- Focused on usability and clean code structure, ensuring responsive interaction and reliable timer functionality from start to completion.

CraftRunner — Android Mobile App (Java / Firebase)

github.com/schottenius03/craft-runner

- Developed CraftRunner, an Android app that helps users keep track of craft supply prices with a simple, user-friendly interface and Firebase authentication for secure access.
- Built core app functionality in Java with Android Jetpack components, including UI design, navigation, and data presentation in a clean and intuitive layout.
- Gained hands-on experience in mobile app structure, user login integration, and responsive UX, delivering a polished and fully functional project from concept to completion.

AIT Library — Library Management System (C# / Cloud)

github.com/schottenius03/ait-library

- Developed a library management system in C# that allows users to add, search, update, and delete books, manage inventory, and track book details through a structured console interface.
- Applied object-oriented programming principles and data structures to efficiently store, retrieve, and manipulate book records.
- Designed an intuitive menu-driven interface with input validation to ensure reliable user interaction and enhance usability.

ATM — GUI Banking Simulation (Java)

github.com/schottenius03/atm

- Built an interactive ATM simulation application in Java, allowing users to perform deposits, withdrawals, balance checks, and multiple transactions in a single session.

- Applied object-oriented design and Abstract Data Types (ADTs) to structure account and transaction logic, enhancing modularity and maintainability.
- Created a user-friendly graphical interface (GUI) with interactive pop-up dialogs that mimic real-world ATM operations, gaining practical experience in event handling and UI development.

Hangman — Console Game (C++)

github.com/schottenius03/hangman

- Developed a classic console-based Hangman word-guessing game in C++, focusing on object-oriented principles with classes and pointers to manage game logic, guesses, and game state.
- Designed an interactive terminal interface where players guess hidden words one letter at a time, track attempts, and engage with structured gameplay.
- Gained hands-on experience in game logic structuring, user input handling, debugging, and delivering a fully functional project from concept to completion.

Pawdience — Web (HTML/CSS)

github.com/schottenius03/pawdience

- Developed Pawdience, a responsive web platform connecting pet creators, brands, and audiences, using HTML5 and CSS3 to ensure seamless layouts across desktop, tablet, and mobile.
- Implemented smart pet insights with data-driven recommendations to guide users on pet care, training, and health management, enhancing user engagement and personalization.
- Maintained a clean and modular code structure for easy updates and future scalability, improving usability and fostering maintainable design practices.

EDUCATION

Bachelor in Information Technology (Mobile App Development)

Academy of Interactive Technology, Sydney, Australia | 2023 – Present (**Expected Aug 2026**)

Focused on mobile and web application design and development, covering programming, UX/UI, and project work to build industry-ready apps for iOS and Android.

Higher Education Diploma in Information and Media Technology

Nacka gymnasium, Stockholm, Sweden | 2019 – 2023

Focused on software development, web technologies, and multimedia projects. Completed a final-year project, NetOnMail, using Python (Flask), HTML, and CSS to build a functional web application.

CERTIFICATES

AI Foundations

NextEd | 2026

Completed a foundational course in artificial intelligence, covering machine learning, AI tools, and data-driven problem solving.

WORK EXPERIENCE

All-rounder

Café Bones, Sydney, Australia | 2023 – 2024

- Managed inventory, deliveries, and stock replenishment to ensure smooth daily operations.
- Operated the cash register and delivered excellent customer service in a fast-paced environment.
- Maintained cleanliness and hygiene across dining areas, kitchen, and equipment, including coffee machines and dishwashing.

Dog Walking

Tassevärld, Stockholm, Sweden | 2022 – 2023

- Provided safe and responsible walks for dogs of various breeds and sizes, both on-leash and off-leash.
- Managed client communications and scheduled appointments efficiently to ensure timely service.
- Monitored and reported dogs' activities and well-being to owners, demonstrating reliability and strong animal care.

Office/Administration

Jobbtorg, Stockholm, Sweden | 2020 – 2020

- Assisted new participants with onboarding and addressed inquiries to ensure a smooth program experience.
- Registered participants and coordinated with job coaches to provide appropriate support.
- Created marketing materials and provided administrative support, including managing incoming calls.