

Allen Panikulam

Computer Engineering student at the University of Canterbury, graduating 2028

allenbrilly@outlook.com · +64 02904551800 · Christchurch, NZ · [LinkedIn](#) · [GitHub](#) · [\[Personal website\]](#)

I am a Computer Engineering student at the University of Canterbury who enjoys building solutions that address real-world problems and create practical value. At the beginning of 2026, I co-founded a software company with my cousin, also a Computer Engineering student, after recognising that many early-stage and small businesses struggled to compete with larger companies due to limited staff and resources. We now support five paying clients across Asia, the Middle East, and Oceania, and the experience has taught me more about product development, project lifecycles, delivering usable solutions, and managing customer expectations than any course alone.

Skills

Languages I use most: C, Python, and Java.

Hardware: PCB design, Arduino boards, CAD design, 3D printing, and scope and logic-analyser debugging.

Everything else: Git, Figma, and rapid prototyping.

Work

Co-founder & Chief Product Officer, CrawlSpace Christchurch, New Zealand · February 2026 – Present

CrawlSpace builds AI-powered and custom software solutions for small businesses.

- Led sales, customer discovery, and product strategy, working directly with business owners to identify operational pain points and translate them into software features.
- Helped secure five clients since launch and managed client onboarding, feedback, product iterations, and ongoing support.

Clients across New Zealand, India, and Dubai. Built with [tech stack].

Projects

Remote Possum Trap Monitoring System, Personal Project New Zealand · 2025

- Designed and developed a remote sensor system for possum traps used by conservation teams and farmers in New Zealand.
- Built a trap-mounted sensor and wireless alert system to identify triggered traps without manually checking every site, helping users plan collection and reset trips more efficiently.
- Contributed to system design, sensor integration, communication between the trap unit and central module, and development of the alerting process.

Built with [microcontroller], [sensor], [wireless communication technology], and [programming language].

Migrant Advisor Verification Platform, Web3NZ Hackathon Christchurch, New Zealand · July 2026

- Developed a working prototype that helps migrants verify whether an immigration adviser holds a valid licence before paying for services.
- Helped define the user problem, shape product features, and present a solution aimed at reducing scams involving unlicensed advisers, fake job offers, and misleading immigration promises.

JavaScript, HTML/CSS, and rapid web prototyping.

Ghostly, UC SaaSathon Hackathon Project Christchurch, New Zealand · May 2026

- Developed a working prototype of Ghostly, an AI productivity assistant designed to automate repetitive workflows and reduce the administrative and mental workload on small business owners.
- Built key features including Voice-to-Invoice and a Mental Load Meter that surfaced risks such as overdue invoices, unfinished tasks, and rising workload pressure.
- Contributed across the full product-development process, including problem discovery, feature planning, UI/UX design, development support, prototype demonstration, and the final pitch to judges.

Built with [tech stack].

Study

Bachelor of Engineering with Honours Expected 2028

University of Canterbury, Christchurch, New Zealand. Majoring in Computer Engineering.

Papers I've most enjoyed: SENG201, ENCE260, ENEL300.

Outside class

[Club or society role and what you actually did there.] [Sport, volunteering, or something you make — one line, real