Shawn Li

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SUMMARY

Self-motivated master of IT graduate at University of Melbourne specialising in both Front-End and Back-End web application development, proficient in JavaScript/TypeScript (React & Nest) and RESTful API

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Java, Python, R
Front-End: HTML, CSS, React.js, React Native, Next.js, Shiny-R, Tailwind CSS, Flexbox, Sass, Redux/Redux-Toolkit
Back-End: Nest.js, Express.js, Django
Databases: PostgreSQL, MongoDB
Cloud Services: AWS S3, Router53, Amplify, ECS, Fargate, Beanstalk, CodePipeline, Vercel
Software Methodologies: Agile SDLC, Design Patterns
Web Security: OWASP Top 10
Testing: Jest, React Testing Lib
Tools: Git, npm, Maven/Gradle, Postman

EDUCATION

The University of Melbourne   **Melbourne, VIC, Australia**
Master of Information Technology (WAM: 83/100)   *Jul 2022 - Jul 2024*

- Coursework including: Software Modelling and Design, Distributed System, Web Security, Mobile Computing System Programming, Information Visualization, Machine Learning

RMIT University   **Melbourne, VIC, Australia**
Bachelor of Mechanical Engineering (1st Class Honours, WAM: 92/100) *Jul 2018 - Jul 2020*

Shandong University   **China**
Bachelor of Mechanical Engineering (WAM: 91/100)   *Sep 2016 - Jul 2018*

WORK EXPERIENCE

Full-Stack Web Developer Intern
Stay or Go, VIC, Australia   *Nov 2023 - Feb 2024*

- Developed a dynamic, responsive, and user-friendly fintech application in React.js, Django and PostgreSQL, enabling users to easily visualize, comprehend, and evaluate various home loan products provided by different banks in Australia, thus enhancing ability to make informed financial decisions.
- Assisted in designing and executing an automated system for continuous derivation and updating of the Reference Rates of various home loan products provided by different banks in Australia, leveraging power of Consumer Data Right (CDR) data.
- Collaborated closely with other developers and UI designers from diverse backgrounds to ensure seamless integration and optimal functionality.

PROJECTS

English Language Transcription Ability Test Platform
The University of Melbourne   *Mar 2024 - Present*

- Led a team of 6 developers in the end-to-end development of an English language transcription testing platform, streamlining test creation and evaluation processes. Engineered solutions utilizing a modern stack comprising Next.js, Nest.js, and MongoDB. View Demo!
- Cultivated a close partnership with stakeholders to gather precise requirements, iteratively refine product features, and deliver a user-centric platform.
- Advanced team's agile practices, mentoring colleagues in task ownership, iterative development, and maintaining project velocity to meet critical deadlines.
- Prioritized code quality by leading regular code review sessions, fostering a team culture focused on collaborative improvement and clean code principles.

Property Listing Management System
Surreal Infinity Studio   *Feb 2024 - Present*

- Contributed to the development of a B2B real estate application, streamlining operations for agents by enabling efficient management and dissemination of property listings, utilizing a sophisticated front-end stack with Next.js, Redux, Tailwind CSS, and integrating with a Nest.js/PostgreSQL backend.
- Engineered and deployed a CI/CD pipeline optimizing development workflow with GitHub Actions and AWS S3, achieving a 30% reduction in deployment time and enhancing code delivery processes.

Online Chat App

Talkative, Freelance   *Feb 2024 - Mar 2024*

- Developed a dynamic real-time chat application enabling users to search for others and initiate both one-on-one and group conversations. Utilized React.js for frontend, Express.js and MongoDB for backend, RESTful APIs for seamless data interaction, and Socket.io for real-time communication..
- Deployed application on AWS using AWS Amplify, ECS Fargate and CodePipeline, ensuring robust and scalable hosting. [Try it!](#)

Mobile Social Gaming App

The University of Melbourne   *Aug 2023 - Nov 2023*

- Directed a diverse team of 5 IT students in developing a map-based social gaming mobile application, enabling players to compete in real-time by visiting points of interest, implemented in React Native, Express.js, REST API, and WebSocket API for seamless multi-player interaction and real-time data synchronization. [View Demo!](#)
- Enabled context-awareness within the App, offering players automated routing advice for efficient navigation, especially when encountering difficulties in finding way.
- Implemented a dynamic scoring and ranking system to foster competitive gameplay, alongside real-time position tracking to ensure an engaging and interactive user experience.

Melbourne CBD Tourist Guiding App

The University of Melbourne   *Sep 2023 - Oct 2023*

- Led a 4-student team to create an interactive map-based web application using Shiny in R, enhancing navigation and exploration for Melbourne CBD newcomers. [View Demo!](#)
- Designed a user-centric interface displaying points of interest, city walk paths, street views, and weather conditions, improving visitor experiences through dynamic visualizations.
- Integrated real-time geographic and weather data, facilitating informed planning and exploration for users.

ACHIEVEMENTS

- **Melbourne Graduate Scholarship Awarded in 2022** - The University of Melbourne
- **Vice-Chancellor's List for Academic Excellence in 2020** - RMIT University
- **The Second Prize Scholarship Awarded in 2016** - Shandong University