

Liam Percy

Software Engineer

liampercy123@gmail.com | 0449 043 659 | liampercy.com | linkedin.com/in/liam-percy

Work Experience

Software Engineer – Working Mouse

Jan 2020 – Present | Brisbane

- Worked on building highly performant web and mobile applications that scale.
- Lead developer on a fully integrated web/mobile application that allows clinical psychologists to monitor and help improve their patients' health/wellbeing
- Upgraded the company marketing website using static site generation tools, improving performance by 45%.
- Built and deployed applications to AWS/Azure and managed load through a Kubernetes engine.
- Communicated directly with clients to scope future development work and run user acceptance testing
- Mentored new starters on existing projects and technologies

Software Engineering Intern – Parmalat

Jan 2020 – Dec 2020 | Brisbane

- Developed an API to provide external applications with secure access to Parmalat's enterprise data warehouse.
- Communicated directly with key stakeholders to design and develop a new web application
- Integrated the API and web application directly

Electrical Engineering Intern – UGL

Nov 2020 – April 2020 | Brisbane

- Worked on electrical and control systems design for Brisbane's Cross-River Rail Project.
- Communicated effectively with senior engineers to produce electrical designs and design documents

Education

Queensland University of Technology

Jan 2016 – Present | Expected Graduation Nov 2021

Dual Major:

- Bachelor of Information Technology, Computer Science
- Bachelor of Engineering (Honours), Computer Software Systems

Awards:

- Grade Point Average: 6.6
- Dean's List: 2017–2020 (6)

About Me

I love making cool stuff and even more than that, I love working with a team of people who feel the same way. I'm super dedicated, passionate about technology and always hungry to learn. I have a keen interest in software development, cloud computing and machine learning.

Hobbies

Music Production | Graphic Design | Photography | Film
Running | Soccer | Video Games

Projects

Study Saviour

Social Note Sharing | [Link](#)

- Built React/Firebase application for sharing course notes
- Developed a voting system to push high quality notes to the top of a given course
- Deployed to AWS with an elastic load balancer to handle demand

News Reader

News Article Text-to-Speech Synthesizer | [Link](#)

- Used Google Cloud Platform text-to-speech synthesis to convert news articles into audio content
- Developed the audio player interface using React and NodeJS

YourHealth+

Health Monitoring and Wellness Tool | [Link](#)

- Built a cross platform application using React/React Native and C# (ASP.net, EF Core) to assist with improving user's wellbeing.
- Released to the iOS and Google Play Store

Skills

Technical

Proficient

JavaScript | TypeScript | Python | C/C++ | Java | React
React Native | Redux | HTML | CSS | NodeJS | Express

Working Knowledge

Firestore | PostgreSQL | AWS | Docker | Kubernetes | TensorFlow

Interpersonal

Leadership | Mentoring | Communication | Teamwork

Awards

Best Overall Project

UQCS 2020 Hackathon – Oct 2020

- Winner of the University of Queensland Computer Society 2020 Hackathon for best overall project, voted for by industry judges

People's Choice Award

UQCS 2020 Hackathon – Oct 2020

- Winner of the University of Queensland Computer Society 2020 Hackathon for best overall project, voted for by contestants

Deans Scholar

QUT – 2017–2020

- Achieved a Grade Point Average (GPA) of 6.5 or greater during the semester as part of my degree

Certificate II in Active Volunteering

VOLUNTEERING QUEENSLAND – 2017–2020 (6)

- Volunteered as a Soccer coach for Brisbane State High School
- Responsible for training sessions, warmups and in game tactics
- Won the GPS Queensland Premiership