

Liam Percy

Software Engineer

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Work Experience

Software Engineer – Max Kelsen

March 2021 – Present | Brisbane

- Designed, built, and deployed web and mobile applications using React, React Native and FastAPI
- Interfaced directly with Machine Learning models to provide powerful insights to our clients
- Setup CI/CD pipelines using GitHub actions, to deploy software into both development and production environments

Research Student – QUT

Jan 2021 – Present | Brisbane

- Helping those with intellectual disabilities access information
- Using optical character recognition libraries to detect text, and provide assistive captioning based on the result using emoticons

Software Engineer – Working Mouse

Jan 2020 – March 2021 | Brisbane

- Designed, built, and deployed web and mobile applications using React, React Native and ASP.NET.
- Mentored new starters on existing projects and technologies.
- Communicated directly with clients to identify business objectives and opportunities.
- Lead technical consultant on multiple projects.
- Upgraded the .com, improving lighthouse performance by 50%.

Electrical Engineering Intern – UGL

Nov – April 2020 | Brisbane

- Worked on electrical and control systems design for Brisbane's Cross-River Rail Project.

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: 6.65 / 7
- Dean's List: 2017-2021 (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

Habitual

Data Driven Habit Tracking | [Link](#)

- Developed and released a habit tracking app built using React Native, allowing users to create a cultivate positive habits

Binnit

Gamified Recycling App Using Machine Learning | [Link](#)

- React native app that rewards users with points for photographing recyclable materials using a custom trained object detection model

Study Saviour

Social Note Sharing | [Link](#)

- Built a React + Firebase application for sharing course notes. Used a voting system to push high quality notes to the top of the feed
- 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

Skills

Technical

Proficient

TypeScript | Python | C/C++ | C# | Java | React | React Native
Redux | HTML | CSS | Node | Gatsby | Next | FastAPI | FireStore

Working Knowledge

PostgreSQL | AWS | Docker | Kubernetes | TensorFlow | PyTorch

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 2020/2021 Hackathon – Oct 2020/Sep 2021

- Winner of the University of Queensland Computer Society 2020 & 2021 Hackathons for best overall project, voted for by contestants.

Deans Scholar

QUT – 2017-2021

- 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