Liam **Percy**
Software Engineer

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

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 to 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 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