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教育经历

The University of Queensland - 信息技术 (硕士)
澳大利亚昆士兰大学
2019.07~2021.07

The Queensland University of Technology - 市场营销 (本科)
澳大利亚昆士兰科技大学
2015.02~2017.11

校内经历

昆士兰大学
2021.04~2021.06

UI设计师

以TED talk为主题，归纳近10年的演讲主题，设计并绘制了数据可视化作品，成果在校内展示。作品基于 Adobe Illustrator 和 Adobe InDesign。

昆士兰大学
2021.03~2021.05

软件工程师，硬件工程师

使用C语言独立开发基于ATmega324A的“Reversi” 翻转棋游戏。

昆士兰大学
2021.03~2021.05

网络工程师

使用python编写类似TCP/IP和UDP的基于OSI 模型的网络协议。该项目涉及socket programming, shortest-path algorithm的应用及对使用Wireshark抓取的数据包进行分析和故障排查。

昆士兰大学创新中心
2021.01~2021.03

前端工程师

担任昆士兰大学旗下的start-up公司 “SPACE” 的实习前端工程师。主要负责为已进入开发尾声的产品的 React模块编写SCSS文件，优化页面布局，debugging等。

昆士兰大学
2020.07~2020.11

组长，前端工程师

带领团队提出，设计，开发并部署了全栈项目：电影拍摄地搜索引擎 “InScene”。从使用 Adobe XD及Adobe Illustrator设计UI/UX模型到使用HTML, CSS, JQuery, AJAX, Leaflet, TheMovieDB, RapidAPI进行项目开发。该项目最终通过nginx部署在昆士兰大学自建的云端服务器 UQzone上。

昆士兰大学

2020.07~2020.11

项目经理，软件工程师

带领团队开发基于安卓的中文翻译学习软件“MeMa”。毕业设计作品。使用Android Studio开发基于安卓平台的中文学习软件。在接到项目提案后，根据目标用户选取合适的开发技术及API，包括使用Google Firebase快速建立后端数据库，使用Android Studio适应组内多数工程师偏好Java的需求，加快开发时间，使用成熟的Google Translation API开发核心功能等。成功的在四个月的时间内开发出了Minimal Viable Product (MVP) 为该项目的后续迭代提供了基础。

昆士兰大学

2020.05~2020.07

组长，项目经理

带领团队提出并设计“外侵物种检测软件” *该开发企划已被其他昆士兰大学EAIT开发团队作为该组的毕业 设计作品开发。

昆士兰大学

2020.04~2020.06

软件开发工程师

开发基于Java的交通管理系统软件。使用JavaFX搭建GUI框架，该软件可估测道路拥堵情况并对各路口交通 灯进行自动管理。

昆士兰大学

2020.04~2020.07

UI/UX设计师

独立设计手机应用“Physical Media Anywhere” (PAW)的高保真交互模型。应用user-centered设计理念，模型经历三次迭代，实现了从低到中到高保真度的过渡。模型基于AdobeXD。

昆士兰大学

2020.03~2021.05

全栈工程师

使用bootstrap, AJAX, CSS及CodeIgniter3(PHP框架)，利用MVC开发原理，开发了一款二手媒体交流、交易平台。该平台具有用户登录注册，密码保护，reCAPTCHA，文件上传下载，上传商品，留言等功能。

昆士兰大学EAIT学生领导力中心

2019.11~2019.12

组长

参与EAIT学院的跨学院领导力小组调研。实地考察昆士兰大学Gatton校区设施，期间与环境科学院，土木工程院，数据工程院的其他调研员共同商议校区设施的开发方向。在调研尾声所提出的“在Gatton校区开展暑期课程培训从而促进两校区学生合作交流”的提案获得学院认可。

昆士兰大学

2019.10~2019.11

WEB前端工程师

独立设计并开发了以“度假村”为主题的网站前端页面。全程贯彻基于用户视角的网站开发，懂得如何设计具有自适应功能并对用户友好的网站。了解如何设计可通过WCAG 2.0标准的网页，并基于故障弱化和逐步加强的理念，确保用户可以在任何设备上使用网站。

昆士兰大学

2019.09~2019.10

软件开发工程师

独立开发基于python的“马里奥”游戏。期间使用面向对象编程的框架，并使用Tkinter模块搭建GUI组件，以及pillow模块对游戏开发所需图片文件进行处理。

昆士兰大学

2019.07~2020.09

数据工程师

为视讯媒体（HomeCinema）设计数据库并录入数据，并进行持续的升级与维护。项目内容包括：数据库设计（使用标准的ER模型并遵循BCNF原则），数据库组建（基于MySQL），数据录入（使用DDL语言），数据的添删改查（使用DML语言）。后将数据库迁移至Oracle，通过SQL的进阶用法确保该数据库数据的ACID属性。大致内容包括创建 integrity constraints, 创建materialized/virtual views, triggers, 运用query optimization and indexing的方法提高数据查询效率。

昆士兰科技大学

2017.07~2017.11

市场分析师

为澳大利亚“MOLTEN STORE”珠宝公司进行战略市场分析。项目描述 通过使用SWOT模型，CPC模型等工具，为该公司提供了可行性市场营销企划。

昆士兰科技大学

2017.02~2017.06

市场分析师

为澳大利亚“Escape Travel”旅游公司进行了数字营销市场分析并撰写市场分析报告。通过对该公司的CPC定价模型分析，优化该公司现有的Search Engine Marketing (SEM)策略，并给出分析报告。

工作经历

澳大利亚金色湖畔地产开发有限公司

2017.12~2019.03

企业服务部经理

多次为公司设计营销方案。组织，策划并参与了该公司在中国销售的营销计划。期间为公司宣传并翻译了多份销售计划以及其他商业文件。多次作为中国客户，股东和澳大利亚客户，股东之间的沟通人。

项目经历

全栈项目：租车管理平台SPA

2021.08~2021.11

全栈工程师

使用react+nodejs开发vehicle renting management system (VRMS). 开发模式采取agile模式，参与后端server，数据库搭建以及前端页面布局与组件编写的工作。项目运用了material ui, express.js, axios等npm package加速开发进度，保证代码可维护性。通过redux管理react state。

澳大利亚租车公司 “Qubit Rental” 主页及后台系统开发

2020.12~2021.01

前端工程师，项目经理

基于客户对于开发时间的要求，使用WordPress为其开发了可以实现车辆展示，在线订车，车辆信息管理 追踪等功能的商业化网页应用。 产品URL: <https://www.qubital.com.au>

个人技能

计算机语言:

Python 2.0/3.0, Java, Php

数据库语言: SQL, MQL (MongoDB Query Language)

其他前端语言: HTML5, CSS/SASS, JavaScript (ECMAScript 6)

前端框架:

React, jQuery

后端框架:

CodeIgniter, Node Js

版本管理系统及团队合作工具:

Git (偏好Github与Bitbucket), Jira

其他UI/UX/页面布局工具: Adobe XD, Adobe Illustrator, MUI(Material UI), Bootstrap

语言:

英语流利，雅思均分7其中听力7.5。PTE均分76/90其中听力81/90, 口语87/90。持有澳大利亚翻译 协会NATTI认证的社区语言翻译资格 (CCL certificate), 可胜任交替传译工作。

自我评价

有技术背景，有较强的商业背景，善于把所学的商科知识与IT技术有机的结合起来。崇尚团队精神，执行力强，时间观念强。有很强的学习和沟通能力。有6年的海外学习、工作经历，熟悉海外市场和商业规则。英语熟练，有翻译经验。

作品展示

请访问我的个人网站www.frankpzt.com

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Male | 27 | lihanyang19940724@126.com



Education background

The University of Queensland - Master of Information Technology
2019.07~2021.07

The Queensland University of Technology - Bachelor of Marketing
2015.02~2017.11

In-University Projects

The University of Queensland
2021.04~2021.06

UI Designer

Designed and visualized data in ten years abstracted from "TED talks", the composition was showcased in university, and was created based on Adobe Illustrator and Adobe InDesign.

The University of Queensland
2021.03~2021.05

Software Engineer and Hardware Engineer

Developed a "Reversi" game in C based on ATmega324A.

The University of Queensland
2021.03~2021.05

Network Engineer

Developed a TCP/UDP-like protocol according to the OSI model. This project involved practicing socket programming, utilizing shortest-path algorithm and utilizing Wireshark to capture packets-related information to be used in analysis and debugging.

The University of Queensland (IdeaHub)
2021.01~2021.03

Frontend Engineer

This was an internship with a start-up company named "SPACE" established by the "IdeaHub" of the University of Queensland. My responsibilities involved creating React components as required, conducting daily maintenance/changes for existing SCSS files, optimizing APP layout and general debugging.

The University of Queensland

2020.07~2020.11

Team leader and Frontend Engineer

Led my team to propose, design, develop and deploy a full-stack Web application, "InScene". The project was started by using Adobe XD and Adobe Illustrator to create prototypes, and was developed based on multiple web dev technologies which include: HTML, CSS, JQuery, AJAX, Leaflet, TheMovieDB, RapidAPI. As a result, the project was deployed on UQzone (a cloud service provided by UQ) via nginx.

The University of Queensland

2020.07~2020.11

Project Manager and Software Engineer

Led my team to develop an Android-based application, "MeMa". Due to the limited development time, we used Google Firebase to fast establish our database, used Android Studio to adapt our team's Java preferences and integrated "Google Translate API" to ensure translation quality. The Minimal Viable Product (MVP) was achieved by us in 4 months.

The University of Queensland

2020.05~2020.07

Team Leader and Project Manager

Led my team to propose and design a "Invasive species detect application". The development proposal had been used and developed by other UQ teams as their capstone projects.

The University of Queensland

2020.04~2020.06

Software Engineer

Developed a traffic management system. JavaFX was used to create GUI. The application is able to predict the congestion rate for each simulated intersection.

The University of Queensland

2020.04~2020.07

UI/UX Designer

Designed a high-fidelity prototype for a mobile application named "Physical Media Anywhere (PAW)". The project strictly followed HCI design patterns from gathering user insights to conducting three prototype iterations to an achieve feasible digital prototype to be used in actual development.

The University of Queensland

2020.03~2021.05

Full-stack Developer

In this individual project, I design and created a preowned media trading platform by Utilizing bootstrap, AJAX, CSS and CodeIgniter3 (a Php framework), based on MVC structure. The features include: user login/logout, password protection, reCAPTCHA, document upload/download, upload/list products, leave comments and etc.

The EAIT Leadership Center of the University of Queensland

2019.11~2019.12

Team Leader

Participated in a cross-faculty leadership program on the topic of "Analyzing the use purpose of a newly developed area at Gatton campus". As result, our proposal on "organizing activities for students to exchange learning gains during public holidays" was highly appreciated by the university.

The University of Queensland

2019.10~2019.11

Frontend Engineer

Designed and developed the frontend pages for a "holiday-themed" website. The project involved utilizing best practice of responsive design and complying to WCAG 2.0 standards. The website was designed according to Progressive Enhancement and Graceful Degradation to ensure the accessibility for everyone.

The University of Queensland

2019.09~2019.10

Software Engineer

Developed a "Mario" game copy in python by using Tkinter, pymunk and pillow.

The University of Queensland

2019.07~2020.09

Data Engineer

Populated, inserted and maintained data for a virtual film streaming company "HomeCinema". This project involved: DBMS design (ER modeling and Normal Forms), deploy database (MySQL), populate data (DDL), data CRUD(DML). The DBMS was later on transformed to Oracle platform, and its ACID properties and lookup efficiency were ensured by advanced SQL strategies such as making integrity constraints, materialized/virtual views, triggers, query optimization, Indexing and etc.

The Queensland University of Technology

2017.07~2017.11

Marketing Specialist

Strategic marketing analysis role for "MOLTEN STORE" (A bridal jewelry brand in Australia). This project involved utilizing SWOT modeling and CPC analysis to draft feasibility marketing plan for the company to improve its sales at local area.

The Queensland University of Technology

2017.02~2017.06

Marketing Specialist

Conduct marketing analysis and prepared marketing reports for "Escape Travel Australia". The major mission was to provide insightful advice based on its CPC pricing strategy and the existing Search Engine Marketing (SEM) strategy.

Working Experience

Corporate Service Manager for Golden Lakes developments Pty Ltd in Cairns Australia
2017.12~2019.03

Corporate Service Manager

Plan, organize and oversee company's financial and marketing strategy. During my service, I had been translating and interpreting multiple business-related documents for our Chinese-speaking clients. I was also in the position to maintain a smooth communication between our shareholders and company stakeholders.

Project Experience

Full-stack Project: Car renting SPA

2021.08~2021.11

Full-stack Developer

The project followed a "React + Node.js" development mode. We also effectively used the advantages of "Agile" development. I participated in establishing the backend server and its database by using "express.js" and "Mongoose", implementing layouts by using "material UI" and "Sass", handling data flow by using "Axios", managing React states by using "Redux". The code was highly "readable", "reusable" and "maintainable" thanks to professional practice and the use of "eslint".

Developed a Car Renting Platform for "Qubit Rental" (A Local Australian company)
2020.12~2021.01

Frontend Engineer and Project Manager

According to Client's requirements, as the product manager, I transferred their needs to feasible features to be developed by my team. Due to the time limit, we chose to use "WordPress" to minimize development time and cost. The final product has the features of showcasing vehicles, handling online bookings, vehicle information management and tracking business related figures. This is a commercialized project. Product URL: <https://www.qubitrental.com.au>

Skills

Programming languages: Python 2.0/3.0, Java, Php

Database languages: SQL, MQL (MongoDB Query Language)

Frontend languages:

HTML5, CSS/SASS, JavaScript (ECMAScript 6)

Frontend framework/libraries:

React, jQuery

Backend framework:

CodeIgniter, Node Js

Versioning/collaboration tools:

Git (Github and Bitbucket), Jira

其他UI/UX/页面布局工具:

Adobe XD, Adobe Illustrator, MUI(Material UI), Bootstrap

Language

Proficient in English and Mandarin (I am a native Chinese speaker). PTE score: Average 76/90 with 81/90 in listening and 87/90 in speaking. Accomplished and passed CCL certificate in Australia, there-