

Sophie Son

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SUMMARY

Highly motivated and performance-driven full-stack developer with a degree in Computer Science from the University of Melbourne. Eager to secure a challenging position at Xero, where I can leverage my problem-solving abilities and communication skills to build innovative solutions that contribute to the success of small businesses through product and platform development.

EXPERIENCE

Software Developer Intern

Conserve It

April 2023 - September 2023, Melbourne

Duties and Responsibilities

- Developed the commercial release of 'PlantPRO', an HVAC Plant room optimisation software, as a front-end team member.
- Utilised testing libraries to conduct comprehensive testing of front-end components, ensuring high-quality, responsive, and bug-free applications within the agile development setting. Additionally, participated in release testing, contributing to stable and reliable product releases.
- Conducted code reviews, collaborating with team members to ensure code quality and adherence to best practices.
- Contributed to software documentation updates, project planning, and issue tracking during the development process.
- Completed backend training in the Niagara framework and effectively applied acquired knowledge to implement backend functionality and classes when necessary.

Languages and Tools

- ReactJS, Javascript, JQuery, SCSS, Java, Jasmine, Testing library, Bitbucket, Zephyr, Jenkins, Confluence, and Figma

Event Team Officer

Women In Tech Unimelb

September 2019 - September 2020, Melbourne

- Coordinated with important stakeholders to deliver Tech events such as weekly social events, Hackathon, and Industry workshops.
- Assisted in the planning and logistics of diverse tech events, ensuring timely setup and smooth operations.

Marketing Manager

Robogals Melbourne

May 2019 - March 2020, Melbourne

- Led initiatives to raise Robogals' presence in the community by managing social media and organising expos and events.
- Introduced robotic coding to primary and secondary school students by using LEGO robots and matching control software systems.

PROJECTS

Trello Clone - ReactJS with Typescript

- Developed a Trello clone with drag-and-drop functionality using Beautiful DnD, TypeScript, ReactJS, and Styled Components.
- Managed the application state by utilising the React library Recoil.

Customer Management System - Java Springboot

- Created a Customer Relationship Management system utilising HTML, Bootstrap, Java, Spring Boot, JPA, and H2 database.
- Implemented essential features, enabling users to access and manage customer information through creation, deletion, and editing functionalities.

Tower Defence Game - Java

- Designed a 2D strategy game during a university project, applying Object-Oriented Programming concepts using Java.
- Provided an engaging gameplay experience that challenges players to defend their territory from unyielding attackers.

EDUCATION

University of Melbourne

Bachelor of Science in Computing and Software Systems • Melbourne, Australia • 2022

SKILLS AND INTERESTS

Front End: HTML, CSS, SCSS, JavaScript, TypeScript, ReactJS, NextJS, GraphQL

Back End: Java, Spring Boot, Python, C#, Go, NodeJS

Management and Design Tools: Confluence, Jira, Trello, Bitbucket, Figma, Adobe XD

Interests: coffee, cafe hopping, graphic design, traveling, yoga, meditation