Sophie Son

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SUMMARY

Highly motivated and performance-driven software developer with a degree in Computer Science from the University of Melbourne. Eager to secure a challenging position with a forward-thinking organisation, where I can leverage my problem-solving abilities and communication skills to build innovative solutions that positively impact communities.

EXPERIENCE

Software Developer
Conserve It - Daikin Australia   **October 2023 - Present, Melbourne**

· Duties and Responsibilities
· Completed backend training in the Niagara framework and effectively applied acquired knowledge to implement backend functionality and classes for the commercial release of 'PlantPRO', an HVAC Plant room optimisation software.
· Implemented regression testing utilising Selenium to ascertain if updates or modifications introduced any new defects to existing functions. Scripts were then deployed on Jenkins for automation.
· Contributed to software documentation updates, project planning, and issue tracking during the development process.
· Languages and Tools
· Java, Niagara Framework, Gradle, TestNG, Selenium, Jenkins, ReactJS, Javascript, JQuery, SCSS, Jasmine, Testing library, Bitbucket, Confluence, Jira, Zephyr and Figma

Software Developer Intern
Conserve It - Daikin Australia   **April 2023 - September 2023, Melbourne**

· Developed the commercial release of 'PlantPRO', an HVAC Plant room optimisation software, as a development 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.

Volunteer
Grad Girls - Vic ICT For Women   **January 2024 - Present, Melbourne**

· Collaborated with key stakeholders to organise and execute various tech events, including social gatherings, career fairs, and sponsor workshops.
· Assisted in the planning and logistics of diverse tech events, ensuring timely setup and smooth operations.

PROJECTS

Car Racing Game Development - Unity with C# and HLSL
https://github.com/sson22/car-racing-game
· Collaborative Unity Project for Graphics and Interactions Course, leveraging C# and HLSL for implementation.
· Led graphics and shader development, spearheading research and parameterization of non-trivial shaders, including ToonShader and Holographic shaders for narrative coherence.

Customer Management System - Java Springboot
https://github.com/sson22/springboot-crm
· 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.

Portfolio Project: Personal Website
www.sophieson.com
· Created a dynamic portfolio website hosted on AWS S3, featuring JavaScript-driven functionalities.
· Implemented responsive design and content updates for optimal user engagement and experience.

EDUCATION

Bachelor of Science in Computing and Software Systems
The University of Melbourne · Australia · 2022

SKILLS

Back End: Java, Spring Boot, OpenGL, Python, C#, Go, NodeJS
Front End: HTML, CSS, SCSS, JavaScript, TypeScript, ReactJS, NextJS, GraphQL
Management and Design Tools: Confluence, Jira, Trello, Bitbucket, Figma, Adobe XD
Interests: coffee, cafe hopping, graphic design, traveling, yoga, meditation