

IRENE PHUNG

Product & Software Engineering Intern

CONTACT

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EDUCATION

The University of Sydney

Bachelor of Engineering (Software)
Honours

PROFILE

Product-oriented Software Engineering student with hands-on experience across the full product lifecycle — from ideation and technical research to UI-aware design, testing, and deployment. Strong background in writing user-focused specifications, designing test plans, and collaborating with developers to deliver high-quality, usable features. Comfortable bridging product ideas with technical feasibility.

SKILLS

- Languages: JavaScript/TypeScript, Java, Python, SQL,
- Frontend: React, Next.js, HTML5/CSS3, Tailwind, RTL, Admin UI (Payload CMS)
- Backend: Node.js/Express, Spring Boot, REST, JWT/OAuth, Payload CMS
- Data/Infra: PostgreSQL/MySQL, Prisma/JPA, Docker, Nginx, Linux, Git/GitHub.
- Testing/Tooling: Vitest/Jest, Playwright, JUnit, ESLint/Prettier, CI/CD (GitHub Actions)

PROJECT

Painting Cost App (Backend & Testing) — Node.js (Payload CMS), TypeScript, PostgreSQL, Docker, Playwright/Vitest, Nginx | 2025

- Collaborated on feature ideation and requirements for project-cost calculation workflows.
- Translated user needs into clear API specifications and testable acceptance criteria.
- Designed and executed test plans (unit, integration, E2E) to validate user flows and edge cases.
- Worked closely with developers to refine features based on testing feedback and usability concerns.

TrailBlazer — Hiking Platform — Django, Angular, PostgreSQL/PostGIS, AWS EC2, Nginx, uWSGI, Terraform | 2025 (Group, Mark: 59.7/62)

- Designed a production-style stack on AWS EC2: Nginx reverse proxy (TLS-ready) → uWSGI → Django; configured static/media serving and proxy headers.
- Enabled geospatial features with PostgreSQL + PostGIS; implemented route storage/query patterns and validated data integrity.
- Hardened exposure with least-privilege inbound rules and safer defaults; documented deployment/security evidence for reviewers.

ScriptCraft - AI-Driven Script Generation — Spring Boot, React, MySQL, REST, AI API | 2025 (Group)

- Designed REST APIs and integrated AI generation; handled retries/errors and clean Axios client.
- Managed MySQL schema for user sessions/config; added JUnit tests and developer docs.

LocalShop E-Commerce Platform — React, Node/Express, MySQL, PayPal API | 2024 (Group, Mark: 20/25)

- Delivered cart/checkout, order lifecycle, and JWT authentication; integrated PayPal end-to-end.
- Optimised bundle/render and shipped clear README + deployment scripts.

Virtual Scroll Access System — Java, Agile, CI/CD | 2023 (Group, Mark: 20.13/25)

- Built secure repository system: upload/download/search with user authentication.
- Contributed tests and CI/CD; emphasised clean code and Scrum ceremonies.

Space Invaders (Individual) — Java, Gradle, Git, UML | 2023 (Mark: 17.5/25)

- Implemented game using OOP principles (abstraction, encapsulation, inheritance, polymorphism).
- Produced UML → code; stable game loop and structured Gradle project.

Autonomous Navigation Challenge — C/C++, Sensors/Robotics, TinkerCad | 2023 (Group, Mark: 22.3/25)

- Designed maze-navigation & obstacle-avoidance algorithms; fused sensor data for reliable paths.
- Documented approach/results; presented design decisions and evaluation.

EXPERIENCE

Customer Service (Hospitality) | 07/2022 – now

- Operated POS & inventory in fast-paced shifts; resolved customer issues.
- Transferable to engineering: stakeholder communication, prioritisation, ownership under time pressure.