Yu-Cheng LAI

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 github | linkedin

EDUCATION

Bachelor of Information Technology | GPA: 3.4 / 4.0   **Feb 2021 - Dec 2023 (expected)**

RMIT University   *Melbourne, VIC*

SKILLS

Programming Languages	Java | Python | HTML | CSS | Javascript | Swift | C++ | Oracle SQL | PHP
Frameworks/Libraries	React.js | | Node.js | Express.js | Axios | Sequelize | JavaFX | jQuery | Bootstrap
Technologies	SQLite | PhpMyAdmin | Git | Scene Builder | GitHub Actions CICD | Terraform | AWS | Ansible

WORK EXPERIENCE

Be Your Caddy   **July 2023 - Current**

Front-end Developer, SEO Consultant   *Melbourne, Victoria*

- Built the front end technology and designed UI for both desktop and mobile devices
- Monitored website traffic and deployed website for Google indexing

Dcard   **Oct 2021 - Feb 2022**

QA Intern, Production QA, Market Research   *Taipei, Taiwan*

- Dcard is an online forum application that has 18 million active users every month
- Main contributor to localise the Dcard app into the English version
- Tested APIs and UI for potential hidden user errors and bugs

RMIT Peer Mentoring   **Feb 2021 - Current**

IT courses peer mentor (volunteer)   *Melbourne, VIC*

- Tutored the following courses:
- Sem 1 2022: Introduction to Programming | Practical Database Concepts | User-Centred Design
- Sem 2 2022: Programming 1 | Further Programming | Introduction to Computer Systems | Web Programming
- Scheduled 1 on 1 mentor-mentee sessions

NOTABLE PROJECTS

Personal Website | GitHub | Website   **2023**

UniChat | GitHub   **July 2023 - Oct 2023**

iOS online forum application for Australian university students   *Melbourne, VIC*

- Individually designed, developed and tested the application from scratch using Swift and SwiftUI
- Applied Software Development Life Cycle to keep application dynamic for future implementations
- Recognised as one of the best projects in iOS Software Engineering course

CI/CD Deployment Project | GitHub   **Mar 2023**

Automated Deployment Project with GitHub Actions   *Melbourne, VIC*

- Linted, tested, and generated a deployable artefact for a small web application
- Wrote a YAML CI pipeline to incorporate GitHub Actions with Node.js, PlayWright, Jest, Docker and MongoDB
- Integrated automation with linting, unit testing, component testing, E2E testing, and deployment with CI/CD

Canva Inspired Software | GitHub   **Apr 2022 - Jun 2022**

Canva Inspired Java GUI Application   *Melbourne, VIC*

- Built with Java UI library JavaFX and Scene Builder
- Nominated as one of the projects with the highest completeness of program amongst the course
- Implemented with MVC structure, the S.O.L.I.D. principles of programming and a database system for user to save the canva that allows shapes, texts and colours using drag and drop

Web Game Development | GitHub | Website   **2021**

Web Game-Boy-Style Game Prototype with Documentation Website   *Taipei, Taiwan*

- Led the team to brainstorm and build the project with an outstanding outcome/feedback amonst the course
- Designed and implemented a playable gameboy-style game on website for both mobile and PC devices
- Implemented gaming AI bots that attack the player with different attack logic

AWARDS & CERTIFICATIONS

Awards	Science, Engineering and Health Scholarship 2021 | Global Leader Experience 2021 | NHS 2018
Certifications	AWS Academy Graduate - AWS Academy Cloud Foundations
	RMIT Peer Mentoring Program Volunteer Semester 1, 2022
	RMIT Peer Mentoring Program Volunteer Semester 2, 2022.