Dongzheng Wu

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TECHNICAL SKILLS

Mobile app development: Android (Kotlin) & Jetpack Compose, iOS (swift).
Web development: React.js, Vue.js, HTML/CSS, Javascript.
Multi-platform development: React Native (Typescript).
Quality assurance: Well-versed in software testing and quality assurance processes, as well as CI/CD setup.
Design: Experienced in usability and accessibility design. Proficient in using Figma for high-fidelity prototype design.
Methodologies: Proficient in Agile software development, including expertise in version control, software architecture, and design principles.
Programming languages: Proficient in Java, Python, and C, capable of completing diverse tasks.
Data visualisation: Tableau, Vega/Vega-lite.
Soft Skills: Leadership, Project Management, Teamwork, Problem-solving, Self-learning.
Language Skills: Native Chinese and Minnan (Hokkien) speaker, fluent in English.

PROJECT EXPERIENCE

Intake   **Mar 2023 - Oct 2023**
Group Project (Developer & Tester)
- Independently learning and utilising knowledge of React Native Expo, TypeScript, and File System within a short timeframe. Completed the high-quality construction of the admin role's UI and implemented its functionalities, accelerating the development progress and ensuring the completion of the project.
- Completed the unit testing of the application, achieving 100% coverage. Solely responsible for conducting application testing on Android devices, researching and resolving various types of issues encountered within the application. Addressed all known bugs, ensuring the functionality and user experience of the application.
- The project has been listed by HumaniSE Lab for further academic research and refinement.

ChatGPT Test Converter   **Mar 2023 - Oct 2023**
Research Group Project (Leader) Under supervision of Sidong Feng and Chunyang Chen
- Led a software engineering team in conducting research on the topic, responsible for task management, communication among team members and the supervisors, and was a primary contributor to the project.
- Studied and researched various types of Prompt Engineering, testing and exploring domain-specific prompts to enable ChatGPT to accomplish tasks more efficiently and accurately.
- Paired programming with another team member, utilised tools such as Python, UI automator, and OpenAI API to integrate research findings into code, and built an automated cross-platform test conversion tool.
- Upon comprehensive evaluation of the tool, the research results indicated potential time savings of approximately 50% for cross-platform testing under specific circumstances.

Acurrency   **Mar 2023 - Oct 2023**
Individual Project
- Independently designed and implemented a mobile application for Android, which included UI interfaces, icons, gesture recognition, localization, and functionality to retrieve information from public data sources.
- The application has been published on the Google Play Store but is still undergoing limited-scale testing. Received positive feedback and recognition from testers.

C-Money   **Mar 2023 - June 2023**
Individual Project
- Conducted research, analysis, and feasibility evaluations for designed features.
- Adhered to Apple's design guidelines, creating high-fidelity app interface mockups.
- Developed all software functionalities, including a login system, facial recognition, and geolocation, through coursework and additional research using Swift and related libraries.
- The application ultimately scored above 90 points, placing it in the top 5% of the course.

Teach me Talkback   **Mar 2022 - Oct 2022**
Large-scale team project (Developer & RTE)
- Efficiently managing multiple agile teams based on the SAFe Framework laid the foundation for the project's success.
- Independently learning and utilising Kotlin and Google accessibility features within a short period to implement relevant functionalities within the application made decent contributions to the completion and quality of the final product delivery.
- The project later became the main template for the course, taken over by future students for further improvement.

Physical Artefacts   **July 2022 - Oct 2022**
Individual Project
- Individually designed products and completed detailed planning, such as feasibility analysis, technical learning, risk and cost management.
- Self-learned and mastered the necessary skills for product development, including component assembly, programming, circuit design, and soldering, based on Arduino-related microcontroller technology.

Education

Master of Information Technology   **Mar 2024 - June 2025**
Monash University
Ongoing

Bachelor of Software Engineering (Honours)   **Mar 2019 - Oct 2023**
Monash University
Average Grade: HD   *(Had one year intermission in 2020 due to covid-19)*