

JUNHAO (NICHOLAS) LI

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PERSONAL PROFILE STATEMENT

I have a solid foundation in data analysis and software development. I am enthusiastic about utilising various algorithms to optimise and simplify the big O notation demonstrating a keen interest in enhancing program efficiency. As a software engineer, I embrace a V-shaped approach, systematically addressing and resolving issues with precision. Beside SE, my fervor for DevOps underscores my dedication to achieving smooth integration, fostering collaboration, and perpetually enhancing the software development lifecycle.

EDUCATION

Monash University

Bachelor of Engineering (Honours) & Commerce in software engineering
Additional Majors: Business analytics

Melbourne, AU

Expected 11/2024

- **Honours:** *software engineering*
- **Relevant Coursework:** Algorithms, process and management, Object-oriented design, data analysis, computer science, computer architecture
- **GPA:** 3.00

WORK EXPERIENCE

SIL3 PTY LTD

Software Engineer

Melbourne, AU

08/2023 – current

- Contributing to the development of flight control system for AMSL Aero Pty Ltd using Arcadia methodology
- Generate MS test cases against specifications, standards or concepts in the C# language, and failing tests are identified and corrected
- Ensure test cases are running on Jenkins (CI/CD) and that changes to code base are reflected in the test cases

SIL3 PTY LTD

Software Engineering intern

Melbourne, AU

12/2022 – 03/2023

- Debugging and verification of embedded firmware in the 'C' language on hardware targets
- Verification and validation of software using MS Visual Studio
- Development and investigative works using Jetson Nano development hardware, including Linux operating systems work, Python and C#

PROJECTS

Utilisation of Large Language Models (LLMs) in Aerospace Software Testing

02/2024 – Present

- Developed a prototype application integrating advanced LLM to automate the generation of test scenarios from aerospace software requirements.
- It aims to improve testing efficiency and accuracy in compliance with safety and regulatory standards like DO-178C.

Roguelike Game Simulator

03/2022 – 06/2022

- Designed a Mario game that satisfied the SOLID principles by using UML and sequential diagrams.
- Built a game engine to let the user be able to control Mario in the game.
- Designed and implemented various scenes and functions to optimise the game.

SKILLS & INTEREST

Languages: English (Proficient), Mandarin (Native), Cantonese (Native)

Computer: Python, Java, Javascript, HTML, CSS, Matlab, R (dplyr, tidyr, ggplot2), Git, GitHub, jQuery, Jenkins, Visual studio, C#, C, Docker, Xcode, AWS

Data Analytics: Linear Regression, Decision Tree, Principal component analysis

Interests: Basketball, Badminton, Soccer, Car modification