

NICHOLAS (JUNHAO) LI

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EDUCATION

Monash University

Bachelor of Engineering (Honours) & Commerce in Software Engineering

Additional Majors: Business Analytics

Honours: *software engineering*

Relevant Coursework: Algorithms, process and management, Object-oriented design, data analysis, computer science, computer architecture

GPA: 3.08/ 4.0

Melbourne, AU

Expected 11/2024

WORK EXPERIENCE

SIL3 PTY LTD

Software Engineer

Melbourne, AU

08/2023 – Current

Description: Flight control system development for AMSL Aero Pty Ltd using Arcadia methodology

Technologies: C#, Jenkins (CI/CD), Arcadia, C, Python, LLM (Llama 3), Langchain, MS test

- Maintained a high level of attention to detail in working with various technologies including C, Python, and MS Test to ensure rigorous validation of the flight control system
- Communicated effectively with cross-functional teams, ensuring alignment between development and testing teams
- Leveraged CI/CD expertise by managing test case integration with Jenkins, ensuring seamless and continuous integration and deployment

SIL3 PTY LTD

Software Engineering Intern

Melbourne, AU

12/2022 – 03/2023

Description: Debugging and verification of embedded firmware on hardware targets, software validation, and development using Jetson Nano

Technologies: C, Python, C#, MS Visual Studio, Jetson Nano, Linux

- Leveraged strong debugging skills to verify embedded firmware in C on hardware targets
- Applied verification and validation expertise to software using MS Visual Studio
- Utilised in-depth development and problem-solving skills on Jetson Nano hardware, handling tasks involving Linux operating systems, 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 control Mario in the game.
- Designed and implemented various scenes and functions to optimise the game.

SKILLS & INTEREST

Tech Skill: C#, Java, JavaScript, TypeScript, React, Python, MySQL

Tools: AWS, Git, Next.js, Vite, Jenkins, GitHub action, Tailwind CSS

Soft skills: teamwork, problem-solving, attention to detail, multi-tasking, communication