KRISNA BOU

+61 404 194 299 | krisna.bou@outlook.com | github.com/Krisna-Bou | linkedin.com/in/krisna-bou/

Ambitious and optimistic Software Engineering student at the University of Queensland, graduating in 2024. I am always looking to expand my array of skills, learn, and acquire industry experience in a professional environment. Studying aside, I enjoy street dance and choreography culture, running, swimming, and weightlifting.

EDUCATION

Bachelor of Engineering (Honours)
The University of Queensland   **2020**
- o   Software Engineering Major – Software Development

Queensland Certificate of Education
Brisbane State High School   **2019**
- o   **OP**: 6

EXPERIENCE

Software Engineering Intern – NFQ Asia, Da Nang Vietnam   **Nov 2023 – Dec 2023**

- Implemented Google Apps Script and interfaced with a variety of APIs to automate a weekly survey conducted by the company for its Asia branches: Vietnam, Thailand, Singapore. Automated the processing of raw survey results, report generation, and redesigned display outlook.

Student Staff Partner – University of Queensland   **Jul 2023 - Dec 2023**

Enhancing the EAIT student experience
- o   Developed an understanding of what the EAIT student experience currently lacked and investigated ways to improve student belongingness.
- o   Partook in the research and analysis of the faculty students' experiences throughout their studies through interviews, focus groups, and surveys.

EAIT Get Set Mentor – University of Queensland   **Jul 2023 - Dec 2023**

- Hosted weekly meetings for groups of new students looking for tips and advice on university life.
- Organized events for students to help them adapt to studying on campus and facilitated meeting new people.

Retail Member – Coles   **2021 – Present**

- Communicated effectively within a working environment to examine the tasks at hand and how to efficiently allocate store resources.

SKILLS

- Programming/Languages: Python; Java; MySQL; Visual Basic; HTML; JavaScript; CSS; PHP; C; React.
- Skilled in front and back-end development.
- Exceptional in problem-solving situations and case competitions.
- Experienced with the project development process, Agile development, and dev-ops tools including Git.

PROJECTS

Retroactive   **2021**

- Responsible for completing essential features of the game, including UI design, movement mechanics, etc.
- Learned to plan sprints and releases within a large studio. Collaboration between teams was essential for overlaps in features, as well as help others become more efficient in their work.