Guangyu Yang

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SUMMARY

Master of Software engineering student at the University of Melbourne, interested in web development, AI technology, and game development. Skilled with Python, Java and JavaScript. Hope to get internship opportunities to accumulate development experience

EDUCATION

Master of Software Engineering   **Jul 2023 - Present**
The University of Melbourne
- Relevant course work: Software Requirements Analysis, Software Processes and Management, Modelling Complex Software Systems, Masters Software Engineering Project

Bachelor of Software Engineering   **Sep 2018 - Jun 2022**
South China University of Technology
- Major in Digital Media Technology
- Relevant course work: Computer Graphics, Foundation of 3D Game Engine Architecture Design, Digital Media Development Training, C++ Program Development Training
- GPA: 3.7/4.0

EXPERIENCE

Architecture Lead   **Aug 2023 - Nov 2023**
The University of Melbourne, Melbourne, VIC
- Spearheaded development of a Text-to-IPA conversion website, integrating Django+Vue for accurate phonetic transcriptions, streamlined by robust GitHub and Jira workflow methodologies
- Pioneered software architecture design as a lead in a 6-member team, incorporating feedback from both team members and academic mentors
- Delivered over 6 diagrams including comprehensive deployment, component and design diagrams, enhancing project clarity and stakeholder understanding
- Configured development environment and project structure, establishing MySQL database connections and executing pivotal features including user authentication and payment processing, increasing site functionality and user satisfaction
- Collaborated in debugging sessions with 2 front-end developers, resolving critical front-end to back-end communication issues, ensuring seamless data interchange and robust MySQL database operations

Full Stack Developer (Personal Project)   **Feb 2024 - Present**
Self-directed Development, Melbourne, VIC
- Developed a personalised web portal using Bootstrap+Django to optimise personal daily activities, including managing daily tasks, note-taking, capturing inspiration and so on

- Designed a gradient ranking system to organise and prioritise a database of more than 10 fields, including films, animations, games and etc., to facilitate tracking and collation of individual interests and management of related resources
- Utilized GitHub for robust project management and version control, solidifying expertise in Git operations and collaborative development workflows

VR Developer   **Jan 2022 - Jun 2022**
South China University of Technology, Guangzhou, Guangdong Province, China
- Conducted a comprehensive analysis of system requirements to create a virtual club interaction platform including 5 clubs with a focus on immersive virtual reality experiences
- Leveraged Unity3D and Blender to design and construct over 10 realistic club activity scenes, enhancing user engagement through high-fidelity visual assets
- Integrated C#, SteamVR, VRTK tool kit, HTC Vive and Lighthouse technologies to facilitate real-time rendering and interactions, crafting a seamless virtual environment
- Developed an interaction system enabling users to seamlessly switch between over 10 scenarios, capture photos, interactive activities such as basketball, drumming, and cooking, catering to diverse needs of virtual club scenarios

Backend Developer   **Aug 2021 - Dec 2021**
Shanghai Zuoqi Electronic Technology Co., Shanghai, China
- Architected in design and implementation of a Smart Campus Student Records Management System, improving efficiency and accessibility of over 1K student records
- Spearheaded in system logic design, physical architecture, interface design after analysing over 15 user stories
- Leveraged Java, MVC architecture, JDBC and Navicat in conjunction with a MySQL database for backend development, and frontend technologies jQuery, AJAX, JSP

Group Leader   **Jul 2021 - Aug 2021**
South China University of Technology and Tencent, Guangzhou, Guangdong Province, China
- Directed a 5-person team in development of a game, increasing team coordination and task delegation through an efficient GitHub workflow
- Initiated and led brainstorming sessions at first stage, establishing a compelling game narrative and core mechanics endorsed by entire team, fostering a collaborative environment bridged member relations
- Specialized in Unity for development,engaging in creation of over 20 sprites, animation state machines, character behaviours, boss mechanism, effects of weapons for an intricate game narrative with multiple endings
- Implemented over 10 functionalities, including character skills, weapon system, boss mechanism and critical integration with debugging at final stage
- Improved game's artistry by sourcing, editing, and combining visual assets, utilising Photoshop and Premiere techniques to create opening animation and scenes, contributing to a cohesive and engaging story

Backend Developer   **Sep 2020 - Dec 2020**
South China University of Technology, Guangzhou, Guangdong Province, China
- Devised an Android application named 'Recorder' and obtained computer software copyright

- Led software architecture design and accomplished 2 key backend functionalities notes and profile, culminating in a comprehensive understanding of complete development cycle
- Implemented database utilisation and layout optimization, gaining proficiency in Android packages and components sliding interfaces, fragments, and views

TECHNICAL SKILLS

- Programming Languages: Python|Javascript|Java|C#|C++
- Frameworks: Django, Bootstrap, SpringMVC, Opengl
- Development Tools: Visual Studio Code, IDEA, Pycharm, Jupyter Notebook, Unity
- Version Control: Git
- Other Softwares: Adobe Premiere Pro, Photoshop, Blender, Microsoft Office Suite(Word, PowerPoint, and Excel) etc.
- Languages: English, Mandarin
- IELTS Score: 6.5

VOLUNTEER ACTIVITY

Project Coordinator (Volunteer for Internet Plus Initiative)   **Oct 2020 - Nov 2020**
South China University of Technology, GuangZhou, China
- Orchestrated equipment control and coordination for over 5 project presentations, ensuring a seamless integration of technology and operational workflow
- Supervised overall event timeline, managing schedules for over 5 projects, and swiftly addressing logistical obstacles to uphold integrity of initiative
- Provided comprehensive support and communicated detailed explanations of initiative's objectives to a specific instructor in an exhibition hall of over 500 people, fostering increased understanding and active participation

INTERESTS

- Basketball: Regular in weekly mixed basketball matches during semester and engage in outdoor play sessions at least twice a week
- Video Editing: Creator of 4 MAD videos and over 50 entertainment videos related to anime and games, shared on Bilibili
- AI Creation: Focus on AI technologies related to creation, experimenting with AI-generated art and synthetic voice to produce game and animation assets
- Game Development: Enthusiast of deriving inspiration from anime and gaming, implementing these ideas into game development projects during leisure time