Reuben Gue, Software Engineer

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EDUCATION

Monash University   **Clayton, VIC**
Bachelor of Engineering (Honours) – Software Engineering   *Feb 2021 – Nov 2025*

EXPERIENCE

Technology Graduate, Engineer   **Feb 2025 – Present**
National Australia Bank   *Docklands, VIC*

- Contributing to a data engineering project aimed at modernizing and uplifting NAB's data transformation processes.
- Developing scalable data pipelines to process and transform data across multiple layers using PySpark and Apache Airflow.
- Collaborating with cross-functional teams to ensure efficient data flow and robust transformation logic aligned with changing business requirements.

Summer Technology Intern   **Nov 2024 – Feb 2025**
National Australia Bank   *Docklands, VIC*

- Designed and developed a scalable web application to uplift NAB's Hiring Process.
- Worked with modern and industry standard frameworks and technology.
- Gained experience with cloud infrastructure, CI/CD Pipelines and DevOps best practices.
- Collaborated with cross-functional teams and stakeholders in an Agile environment.

PROJECTS

Personal Portfolio Website | *React, Material-UI, Framer Motion, Vite, Git*   **Personal**

- Developed a user-friendly web portfolio with a focus on responsiveness and interactivity, ensuring a seamless experience across devices.
- Structured the application using reusable and modular components, promoting maintainability and scalability.
- Enhanced performance through optimization techniques and ensured accessibility with semantic HTML and focus styles for inclusive user access.
- Experimented with AI capabilities to uplift process and quality

Counting & Sorting | *Vaadin, Spring Boot, FastAPI, Docker, Maven, MySQL*   **Monash**

- A group project creating a real-time, user-friendly interface to streamline stock management and reduce maintenance efforts.
- Designed the system with the microservices architecture to enhance scalability, maintainability, and independent deployment.
- Implemented secure authentication, managed data efficiently, and logged transactions for robust data handling.

Fiery Dragons | *PyGame, PyInstaller, JSON, Figma*   **Monash**

- A group project, creating a digital "Fiery Dragons" game, focusing on object-oriented programming.
- Utilized design patterns to enhance code structure and maintainability in game development.
- Collaborated on design and documentation, enhancing teamwork and project management skills.

CERTIFICATIONS

AWS Certified Cloud Practitioner   **Dec 2024**
Amazon Web Services (AWS)   *Credential ID: ed4b6e10880e4208a321056eff638da0*

SKILLS

Languages: Java, Python, SQL, HTML/CSS, JavaScript/Typescript, C++, Markdown, JSON

Frameworks & Libraries: React, NodeJS, Material-UI, Framer Motion, GraphQL, Vaadin, PyGame, PySpark

Development Tools: Git, GitHub/GitLab, Vite, VsCode, PyCharm, IntelliJ, Docker, Jupyter, Jira, Rally, Confluence, Tableau, Figma

Testing Libraries: Jest, Cypress, Pytest, J-Unit

Other Skills and Technologies: AWS, Algorithms & Data Structures, OOP, Computer Architecture, Agile, Network Engineering, BFF

Soft Skills: Communication, Leadership, Collaboration, Problem Solving, Project Management, Adaptability, Organization, Learnability

REFEREES

Daniel Drentin   **NAB**
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