Yuchen Liu
Junior Full Stack Developer

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Graduate of Information Technology with multiply project experience across the full-stack development. Looking for a role where I can grow and learn from experienced team members while drawing on project experience I have already successfully executed.

PROJECTS

PerformanceXpert - MERN Stack eCommerce

- Developed and designed a comprehensive eCommerce website by using **MERN Stack**, including user interface, backend logic, and database management.
- Implemented **CRUD** operations to enable the creation, reading, updating, and deletion of products, providing users with flexible management capabilities.
- Utilized **MongoDB** database to store product information and user orders, ensuring data security and reliability.
- Utilizing **AWS S3** for the uploading and storage of image files.
- Integrated the **Google Map API** to provide mapping functionality, assisting users in locating and browsing automotive parts.
- Designed page layouts using **Bootstrap** and custom styles to enhance user experience and interface aesthetics.

Hike U - MERN Stack Hiker Planner

- Developed a comprehensive hike planning application which mapped out routes with start and end locations displayed on an interactive map.
- Integrated **OpenWeather API** to provide weather forecast for hikes.
- Storing image files through **Cloudinary**.
- Proficiently utilized **CRUD** operations to enable detailed hike planning, equipment organization, and post-hike journal entries.
- Employing the **Mapbox API** for geolocation queries and route planning.

INSIGHTIFY - Social Media Platform

- Spearheaded the development of an in-house web application leveraging **Node.js and Express.js** for the backend, and **EJS** for frontend rendering.
- Adopting the **MVC** pattern significantly enhanced the scalability and maintainability of the system.
- Implemented comprehensive functionalities enabling users to seamlessly upload, manage, comment on, and like posts.

Minesweeper - Classic game with Win98 Styling

- Recreated the Minesweeper game using **JavaScript/HTML/CSS**, featuring an authentic Windows 98 theme.
- Implemented the game's functionality fully, including the **flood feature** and the **first step safety**.
- Leveraged the **MVC** architecture for easier maintenance, better scalability, and enhanced flexibility.

Experience

General Assembly - Software Engineering Immersive

- Completed the General Assembly Software Engineer Full Stack course, learning technologies including **JavaScript, HTML5, CSS3, Express, EJS, React, MongoDB, PostgreSQL, and Python**, etc.

- Participated in and completed four projects spanning web applications and database management systems, enhancing coding skills and project management abilities through practical experience.

- Explored and applied frameworks such as Bootstrap, Tailwind to build flexible and responsive user interfaces.

- Utilized database technologies including **MongoDB** and **PostgreSQL** to manage data, while implementing various functionalities and algorithms with **Python** and **JavaScript**.

- Developed problem-solving and continuous learning abilities, eager to apply skills and experience to future projects.

EDUCATION

General Assembly - Software Engineer

Jan 2024 - Apr 2024   Brisbane Australia

The University of Queensland - Master of Information Technology

Feb 2022 - Jan 2024   Brisbane Australia

Awards
- UQ International Onshore Merit Scholarship

The University of Queensland - Bachelor of Commerce, Finance

Feb 2020 - Jan 2022   Brisbane Australia

SKILLS

- **Frontend Development**: React.js, EJS, Ajax, HTML5, CSS3, Bootstrap, Tailwind

- **Backend Development**: Express.js, Node.js, API

- **General Programming Language**: Python, TypeScript, JavaScript, Java, C, C#

- **Database**: MongoDB, PostgreSQL

- **Version Control**: Git, SVN

- **Cloud Service**: AWS S3, Cloudinary

- **Game Development**: Unity

- **Technical Skill**: Linux