

# RAINIE LIU

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A highly qualified IT graduate from the University of Technology with a master's degree in Software System Engineering in **distinction average**.

A team player with solid working ethos, Seeking a **Junior Frontend Engineer role** that would utilize my coding skills to help solve real-world challenges and build great software solutions.

## TECHNICAL SKILLS

Front end:	Javascript   ES6   React   Redux   Angular   HTML   CSS   TypeScript   Bootstrap   Material UI   Ant Design
Back end:	C#   NodeJs   PHP
Database:	MongoDB   MySQL
Testing	Cypress
CI/CD:	JIRA
Other:	Git Version Control   JSON   XML   Linux   Mobile development (Swift)

## EXPERIENCE

OCT 2020 – PRESENT

**FRONTEND DEVELOPER INTERNSHIP**, VMOR TECHNOLOGY

Tech stack:

- - HTML5, CSS3, SCSS, JavaScript (ES6 +), Angular, Ant Design, React, Material UI, RESTful API, Cypress

Responsibilities:

- -Use Angular and Ant Design to develop Headless CMS
- -Use React and Material UI to develop Online learning website
- -Use Typescript/JavaScript to write functions for Frontend
- -Interact with Backend data by Restful APIs
- -Integrate with 3rd party APIs such as Google map
- -Testing by Cypress
- Participated in daily Agile stand-up
- - Project process management by Trello

# PROJECTS

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## Ecommerce Website

Individual project

This is an ecommerce website written by **React, Redux, Firebase, SCSS**. It is totally **responsive** in mobile and laptop browsers. It aims to provide a good shopping experience for customer. This project will be improved continually from many perspective.

Duration:	Jan 2021 (Keep improving)
Dev Tools:	<b>ReactJS, Reudux, Firebase Material Ui, SCSS</b>
Responsibilities:	<ul style="list-style-type: none"><li>➤ Use <b>React</b> as the frontend to write components</li><li>➤ Use <b>Redux</b> as the state management tool</li><li>➤ Use <b>Firebase</b> to implement authorization, third-party login and database storage</li><li>➤ Use <b>Material UI</b> for better presentation</li><li>➤ Deploy on Github</li></ul>

URL: [http://YuhuiRainie.github.io/ecommerce\\_react](http://YuhuiRainie.github.io/ecommerce_react)

Github: [https://github.com/YuhuiRainie/ecommerce\\_react](https://github.com/YuhuiRainie/ecommerce_react)

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## Personal Website

Individual project

This is my website written by **React, JSX, CSS**. It is totally **responsive** in mobile and laptop browsers. It aims to present an introduction of myself, with a function to see or **download my CV**, and projects I have done before.

Duration:	Sep 2020
Dev Tools:	<b>ReactJS, Front Awesome, Netlify, Bootstrap, CSS</b>
Responsibilities:	<ul style="list-style-type: none"><li>➤ Written by ReactJS with <b>functional components</b></li><li>➤ Created <b>reusable components</b> by React</li><li>➤ <b>CSS</b> control for <b>responsive website</b> and <b>frontend animation</b></li><li>➤ <b>Functionally responsive navigation bar with state management</b></li><li>➤ Used <b>Bootstrap</b> for the button component</li><li>➤ Use <b>Front Awesome for icons</b></li><li>➤ Deploy with <b>Netlify</b> with <b>detection for real-time changes</b></li></ul>

URL: <https://www.rainie.cf/>

Github: [https://github.com/YuhuiRainie/personal\\_website](https://github.com/YuhuiRainie/personal_website)

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## Image-only Discussion website

Group project

This website aims to be like **Reddit**, using pictures to share and comment. Written in Javascript (ES6) and TypeScript, developed with **MEAN** (MongoDB, Express, Angular, NodeJS) and implemented server-side logic with **RESTful API**.

Duration:	Aug 2019 – Nov 2019
Dev Tools:	<b>Angular, ExpressJS, MongoDB, NodeJs, Bootstrap, RESTful APIs, AWS EC2</b>
Responsibilities:	<ul style="list-style-type: none"> <li>➤ <b>JSON Web Token</b> ensure <b>user authorization</b></li> <li>➤ <b>Created reusable components</b> by Angular</li> <li>➤ <b>Full-stack CRUD function</b> for display, update and delete posts</li> <li>➤ <b>Like</b> function to <b>give a thumbs up; count the number of likes</b> and list people who have liked a post</li> <li>➤ <b>Sort</b> by newest or most popular function</li> <li>➤ <b>Pagination</b></li> <li>➤ Implemented server-side logic with <b>RESTful API</b> and mocking collaboratively with <b>Postman</b></li> <li>➤ Website frontend design</li> <li>➤ Manage progress with <b>Trello</b></li> </ul>

**Github:** <https://github.com/YuhuiRainie/AIP-ass3>

Achievements: **Distinction**

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## Car Renting Website

Individual project

**LAMP** stack website for renting cars.

Duration	May 2019 - June 2019
Dev Tools:	<b>HTML, CSS, Bootstrap, PHP, Apache, XML, Javascript</b>
Responsibilities:	<ul style="list-style-type: none"> <li>➤ Proposed architecture diagram with LAMP stack (XML, PHP, and Apache)</li> <li>➤ <b>Designed the UI, functions and logic</b> for the whole website</li> <li>➤ <b>Pages developed by PHP</b></li> <li>➤ <b>Fetch data</b> from the <b>XML</b> file and interpret into car pictures and information dynamically</li> <li>➤ <b>PHP cookies storage</b></li> <li>➤ <b>Sending email function</b></li> </ul>

**URL:** [Car renting website](#)

**Github:** <https://github.com/YuhuiRainie/Hertz-UTS>

Achievements: **High Distinction**

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## Car Renting iOS APP

Group project

Duration	May 2019 - June 2019
Dev Tools:	<b>Swift, Swift JSON, Alamofire, AirTable, Drawio</b>

- Responsibilities:
- **Followed MVC** design
  - Written in Swift with **Xcode Storyboard** for search and car details pages
  - Implemented Product Design Cycle by **Drawio**, iteratively planning, prototyping, and **compatibility testing**
  - **Fetch data** from **Airtable** and **translate date** into **Swift JSON**
  - **Use Mapkit** for display the location of the car
  - Models, multiple ViewControllers, ScrollView and TableViewController and data structure management
  - Version control with Github

**Github:** <https://github.com/YuhuiRainie/uts-ios-2019-project3-130>

**Achievements:** **High Distinction**

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## BubblePop iOS Game

Individual project

**iOS APP** with bubbles randomly display on the screen. A player can pop a bubble by touching a bubble, and every time they pop a bubble, they earn points based on the game's rules. It has function to set up the number of the bubble, display top three player

Duration                      Apr 2019 - May 2019

Dev Tools:                      **Swift, iOS Native UIKit**

- Responsibilities:
- **Followed MVC** design
  - Written in Swift with **Xcode Storyboard** for pages
  - **Control the appearance** of the different colour bubbles
  - **Logic to avoid bubbles overlapping** and landing in the corners
  - **Compatibility tests** in different iOS devices and system versions of Xcode
  - Models, multiple ViewControllers, ScrollView and TableViewController, and data structure management
  - Fetch data from table to show top three player

**Github:** [https://github.com/YuhuiRainie/BubblePop\\_Game](https://github.com/YuhuiRainie/BubblePop_Game)

**Achievements:** **Distinction**

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## Travel Agent Database

Individual project

A **relational database** developed using **SQL** for a Travel Agent website

Duration                      Aug 2018 - Nov 2018

Dev Tools:                      **SQL**

- Responsibilities:
- **Designed** the tables and relationship between the tables
  - Draw **ERD** for the database
  - Designed the **primary key**, **foreign key** and **self-referenced table**
  - **Built the table using by SQL**

- **Linux** operating system

**Github:** <https://github.com/YuhuiRainie/travel-agent-database>

Achievements: **Distinction**

## EDUCATION

MAR 2018 - DECEMBER 2019

**MASTER OF ENGINEERING**, UNIVERSITY OF TECHNOLOGY (UTS), SYDNEY

Major in **Software System Engineering**

GPA: 80/100

JUNE 2015

**BACHELOR OF ENGINEERING**, TIANJIN UNIVERSITY OF TECHNOLOGY AND EDUCATION, TIANJIN CITY, CHINA

Major in **Computer Science and Technology**

**Certificate**

**May 2013**

- **ASP.net System of CITT**( national Occupational Qualification Level 3)

## CORE SKILLS

- Resilient and able to work to tight timescales.
- A good communicator who is able to explain complex technical concepts, both verbally and in writing, to a technical and non-technical audience.
- Strong problem-solving and analytical skills.
- Self-motivated and a quick learner.
- Ability to anticipate problems and develop effective solutions.

## LANGUAGES

- English – **PTE Academic: 85/90**
- Chinese (Mandarin) - Native

## INTERESTS

- Coding
- Weight Lifting, Gym

## REFEREES

Available upon request.