

Jiaqi (Jack) Fu

a779649182@gmail.com | 0477853815 | <https://www.linkedin.com/in/jackfu21/>

EDUCATION

Bachelor of Science Feb 2019 - Nov 2021

The University of Melbourne

- Major in Computing and Software Systems

Master of Software Engineering

Feb 2023 - Nov 2024

The University of Melbourne

- Expected to finish at the end of 2024

EXPERIENCE

English Second Language Tutor May 2022 - Aug 2023

SL Tutoring, Melbourne

- Taught Melbourne high school students for VCE English Second Language course
- Planned personalised lessons for each student to form rapport and ensure engagement, mainly in essay writing and language analysis

RELEVANT PROJECT WORK

Back-end Developer Mar 2024 - Oct 2024

SWEN90017-90018 Masters Advanced Software Project, UoM

- Engaged in the project's elicitation phase, collaborating closely with the clients currently to define project requirements and objectives for a real-time traffic flow digital twin
- Contributed to the development of backend data processing pipelines, working on the integration and processing of real-time data from various sources.
- Involved in data analysis and trajectory plotting, contributing to the accurate representation of vehicle movements and traffic patterns within the digital twin.

Front-end Developer Jul 2023 - Nov 2023

SWEN90014 Master Software Engineering Project, UoM

- Collaborated with researchers in a project team in developing a prototype for revamping an existing synesthesia diagnostic tool for a more user-friendly UI
- Redesigned test battery and diagnostic procedure, increasing average completion time by 22%
- Utilized React.js in conjunction with Material UI for front-end redesign

Game Developer (UI/UX, Gameplay) Sep 2021 - Nov 2021

COMP30019 Graphics and Interaction, UoM

- Collaborated with a team of 3 for the development of a small 3D Unity racing game
- Self-taught C# for car and camera control / logic, enhancing playability
- Designed and implemented the game's loading and menu screens after reviewing industry standards, focusing on user interaction and navigation

VOLUNTEERING

Event Staff Apr 2021 - Apr 2021

Tangram

- Provided guidance for over 200 Easter Event participants (parents, children) involved in activities in Royal Botanic Garden
- Required proficiency in both Mandarin and English due to the target audience

Welcome Booth Volunteer

Jul 2024 - Jul 2024

The University of Melbourne

- Provided guidance and support to new students during UoM Orientation Week, helping them navigate the campus and access essential resources.
- Answered a wide range of questions from students and parents, offering detailed information on academic programs, campus facilities, and student services.

TECHNICAL SKILLS

- Familiar with: Python | Java | React
- Basic knowledge of: C | C# | SQL

KEY ACHIEVEMENTS

- Oct 2024: Received Airwallex Enhancing Social Impact through Innovation Award during Unimelb Endeavour Exhibition
- Oct 2024: Received Computing and Information Systems Discipline award during Unimelb Endeavour Exhibition