Anyang Ateny

0438 457 238 | anyangateny@outlook.com | LinkedIn | atenyanyang.com | Australian Citizen

EDUCATION

Bachelor of Computer Science (Distributed Systems and Networking) Adelaide, South Australia
The University of Adelaide *Est. Completion Dec 2025*

RELEVANT EXPERIENCE

Software Engineer Nov 2024 – Present
Aurizn *Adelaide, South Australia*

- Developed a comprehensive system for end-to-end physiological sensor data processing, enabling real-time monitoring and analysis for applications.
- Built a **T-Server Emulator** in **C++** with **Boost.Asio**, handling 3,000+ sensor packets per second and supporting 16+ simultaneous TCP/IP connections.
- Created data processing pipeline using **Python** and **PyQt6** for real-time visualisation and CSV data export capabilities.
- Designed modular system architecture supporting scalable deployment of multiple ECG and temperature sensors.
- Implemented comprehensive testing framework using **Catch2**, achieving **95%** code coverage and reducing critical bugs by **60%**.
- Developed and tested the system in a **Linux** environment using standard tools and shell scripting.

PROJECTS

3D Block Model Compression System GitHub

- Collaborated in a team to implement a sophisticated **3D voxel compression algorithm** in **C++** that converts dense 3D model data into optimized block representations.
- Designed modular architecture with separation of concerns: core compression engine, I/O processing, and comprehensive validation system using modern **C++17** features.
- Built comprehensive testing framework with unit tests, integration tests, and 3D model reconstruction validation achieving **100%** data integrity.
- Implemented cross-platform build system with **Makefile** and established **CI/CD practices** using conventional commits and code review processes.

Personal Website GitHub | Link

- Built a responsive Single Page Application using **React**, **Chakra.UI**, and **Java** .
- Hosted static assets with **AWS S3** and used **AWS CloudFront** for content delivery and caching.
- Implemented serverless backend functionality using **AWS Lambda** and **API Gateway**.

Tower Defence Game GitHub

- Developed a Tower Defence game in **C++**, with **SFML** to serve as a graphics interface.
- Successfully implemented Object Orientated Programming principles in the development of the project.
- Collaborated in a group of 3, and used **Git's** functionality to deliver the project.

TECHNICAL SKILLS

Languages: C++, Python, JavaScript, Java
Frameworks & Libraries: Boost.Asio, PyQt6, Catch2, SFML
Developer Tools: Git, Jira, Linux, AWS