

Anyang Ateny

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EDUCATION

Bachelor of Computer Science

The University of Adelaide

Adelaide, South Australia

Est. Completion Dec 2025

RELEVANT EXPERIENCE

Software Engineer

Aurizn

Nov 2024 - Present

Adelaide, South Australia

- Reverse-engineered a multi-threaded server emulator with **C++** using **Boost.Asio**, handling over **3,000** sensor data packets per second for real-time analysis.
- Implemented concurrency to maximise throughput, reducing average response latency by **40%** and supporting communication across **16+** simultaneous TCP connections.
- Leveraged **Python** and **PyQT** to design and implement an intuitive, user-friendly GUI, increasing user efficiency by **30%** based on usability testing.
- Utilised **Matplotlib**, **SciPy**, and **NumPy** to develop dynamic and interactive visualizations, improving real-time physiological data analysis efficiency by **50%**.
- Constructed a comprehensive unit testing suite using **Catch2**, achieving **95%** test coverage of core modules and reducing critical bug reports by **60%**, leading to more stable software releases.

PROJECTS

Personal Website

[Github](#) | [Link](#)

- Utilised **React** and **Chakra.UI** to create a Single Page Application personal website.
- Hosted and managed server requests and routes using vanilla **Java** and **nginx** on a cloud-based Linux server.
- Served database queries and retrieval with **PostgreSQL**.

Pet Adoption Website

[Github](#)

- Developed an animal adoption site to allow users to register and simulate the animal adoption process.
- Utilised **Node.js** and **Express.js** to develop a dynamic website.
- Integrated **MySQL** to interact with dynamic web interfaces.

Library Web Scraper

[Github](#)

- Implemented **Selenium WebDriver** using **Python** to retrieve details of a book's current status and expected return date.
- Developed a static website using **HTML**, **CSS** and **JavaScript** to display and execute the script.
- Incorporated **Flask** framework to managed the server-sided routes and overall backend of the website

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, HTML/CSS, Java

Frameworks & Libraries: Boost, PyQt, Matplotlib, Catch2, Selenium, Node.js, Flask, SFML, Chakra.UI, React.js, Express.js

Developer Tools: Linux, Git, Jira

Databases: MySQL, PostgreSQL