Steven Bui

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Professional Summary

Graduate software engineer with hands-on experience across full-stack delivery and applied AI. Comfortable turning ambiguous problems into reliable features: writing clean code, instrumenting analytics, adding tests/CI, and documenting decisions. Strong communicator who enjoys demos, requirements capture, and collaborating across engineering and business.

Education

BSc in Computing and Software Systems – University of Melbourne July 2025
Relevant Coursework: Algorithms and Data Structures, Object-Oriented Programming, Software Modelling and Design
Achievements: Melbourne International Undergraduate Scholarship

Experience

Software Engineer Intern, AndAI – Melbourne, Victoria March 2025 – June 2025

- Accelerated model inference (~40%) by fine-tuning with **Unsloth** and optimizing I/O, improving responsiveness for client-facing prototypes.
- Built a **Python** + **RAG** automation POC that reduced manual processing for a prospective client; captured requirements, demoed sprints, tracked work in Azure DevOps.
- Integrated **LangChain** + **OpenAI APIs** into prototypes to improve answer relevance and traceability; wrote integration tests and setup CI checks.

Technology Mentor, Digimaker – Melbourne, Victoria March 2023 – January 2025

- Taught fundamentals of **web dev (HTML/CSS/JS**) and **Python**; coached students on debugging
- Designed mini-projects emphasizing readable code and incremental delivery.

Projects

Image Recognizer and Inventory Manager https://github.com/edwnl/it-project-mangoes-60

- Built a responsive full-stack web application with **Next.js, React, and Tailwind CSS** for medical product inventory management.
- **Integrated OpenAI API** for image recognition, **achieving 80% classification accuracy** on medical items.
- **Designed and implemented** comprehensive **unit tests** using **Jest to** validate component rendering**,** verify data accuracy, and ensure consistent application behavior across different user scenarios, resulting in improved code reliability and easier maintenance.
- Coordinated **Agile** sprints in **Jira**, **resolving issues 20% faster** and ensuring timely delivery of project milestones.

3D Rendering Program https://devpost.com/software/kraig

- Built a custom 3D rendering engine in **C** with **TIGR**, implementing matrix and vector operations to render Wavefront (.obj) models; earned 2nd place at Codebrew Hackathon.
- **Implemented core linear algebra operations** (matrix multiplication, vector transformations) to perform 3D object translation, rotation, and scaling to develop perspective projection algorithms to convert 3D coordinates into accurate 2D screen space.

Meetix – A Friend-Making Website Through Events https://devpost.com/software/meetix

- Built a platform for event ticketing and attendee matchmaking using **Firebase Firestore** for **real-time data management**
- Implemented an **OpenAI API-powered** matchmaking algorithm and integrated **real-time messaging** to connect users with similar interests
- Developed a responsive, user-friendly interface with **Next.js, React, and TailwindCSS** for a seamless user experience

German Traffic Signs Recogniser

- Integrated **Convolutional Neural Network** for image recognition, achieving **98% accuracy** in categorizing traffic signs
- Implemented **Support Vector Machine, Random Forest, and Multi-layered Perceptrons models** to assess and evaluate the **CNN models**
- Extracted features from **CNN** to train other models, **improved models' accuracy by 17 percent** on average

Skills

Languages: Python, Java, JavaScript, TypeScript, C/C++, SQL, HTML, CSS
Frameworks/Libraries: React, Next.js, Node.js, Tailwind CSS, ExpressJS
Databases: SQL (Postgres, MySQL), NoSQL (Firebase Firestore)
DevOps: GitHub Actions, Docker, Vercel
Testing Frameworks: Jest
Tools & Methodologies: Version Control (Git), Agile Methodologies, RESTful APIs developments and integrations

Extracurricular Involvement

Volunteer Consultant, Practera with Education Department (Northern Territory) June 2024 – July 2024

- Designed 12+ low-cost science experiments for Years 1–12, addressing the lack of labs and equipment in remote Indigenous schools.
- Developed 3 prototype science kits (Biology, Chemistry, Physics) mapped to Australian Curriculum outcomes, with costs ranging from $17–$200.
- Assessed logistical challenges (65% higher freight costs, 65% internet access rate) and proposed culturally sensitive, scalable solutions for delivery.

References

Available on request