# **Gabriel Ting**

# Junior Software Engineer

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github.com/gtangelo



gtangelo.com

#### **WORK EXPERIENCES**

#### Junior Software Engineer (Integrations Team) @ Particular Audience

- Operated in a fast-paced start up environment to develop client focused widgets and optimise features for maximum speed and scalability.
- Work closely with various e-commerce clients to develop user-facing features that delivers the use of recommendation technologies to consumers.
- Set design requirements based on information from internal teams and identify UI improvements to better satisfy the market needs and consumer preferences.

### Software Developer @ SportLogic

May 2021 - Aug 2021

- Collaborated with a small team to prioritise developing features for a booking system to transition our userbase from the desktop version to a web application.
- Effective communication with stakeholders (engineers, customers, and support team) to define user requirements on a regular basis.

# Software Developer - Stem Leaders Program @ Real Skills Education

Jun 2020 - Jul 2020

- Collaborated with Accenture to develop a chrome extension that aims to improve the productivity of employees by tracking time spent on certain tasks in a browser.
- Co-led a team of five to conducting market research to define requirements whilst building a minimal viable product that ensures client specifications were achieved.

# **VOLUNTEERING EXPERIENCES**

# **Projects Director @ UNSW Security Society**

Dec 2020 - Dec 2021

- Maintained the platform infrastructure for capture the flag competitions using Docker containers and Google Cloud Platform that hosted around 150 users per CTF event.
- Led a team of five developers to spearhead the development of a new website with a focus on modern UI/UX design principles, operating in an agile workflow.

# IT Subcommittee Member @ Enactus UNSW Society

Oct 2020 - Aug 2021

- Worked closely with different project teams and internal portfolios to determine how to best reflect the society's brand image and vision through the website.
- Gauge target audience through conducting surveys, user stories, and design thinking to determine new features to develop that benefit website users.

# Peer Mentor @ UNSW Computer Science and Engineering Society

Feb 2021 - Apr 2021

- Collaborated with 3 other co-mentors to organise weekly meetings for ~10 mentees, providing them with academic, professional, and personal advice.
- Delivered one to one sessions to mentees, assisting them with any issues that arise in their university studies and providing useful advice.

#### **SKILLS**

#### **Programming Languages**

Python, Java, C, Javascript, Typescript, HTML, CSS, SQL, Shell Scripting (incl. Bash), Perl

#### Libraries and Frameworks

jQuery, ReactJS, Gatsby, Flask, Java Spring and **JSP** 

#### **Tools and Platform**

Linux, Git, Docker, Google Cloud Platform, Amazon Web Services, Microsoft Azure

#### **EDUCATION**

#### **University of New South Wales**

BS Computer Science

Feb 2020 - Expected Dec 2023

- 99 | Data Structures and Algorithms
- 99 | Algorithms and Programming Techniques
- 96 | Software Eng Fundamentals
- 91 | Web Front-End Programming
- 85 | Object-Oriented Design & Programming

#### **PROJECTS**

## **UNSW Security Society Website**

ReactJS (Gatsby), Typescript | unswsecurity.com

Technical lead in rebuilding the society's website with a focus on the UI/UX experience.

#### **Time Tracking Chrome Extension**

ReactJS, Python, AWS | github.com/gtangelo/traceback

Track and analyse hours spent on web browser tasks to improve overall productivity.

#### Messaging App RESTful API

Python (Flask) github.com/gtangelo/flockr-backend

Developed a flask RESTful API backend and an exhaustive test suite for a messaging web application.

#### **Quiz Application**

ReactJS, Material UI

Web-based quiz application similar to Kahoot.