

- EXPERIENCE -

SOFTWARE ENGINEER (FULL STACK) | SERVICE NSW | DECEMBER 2020 – PRESENT

- Developed on over a dozen applications using tech stack: **React w/ TypeScript, Spring Boot w/ Kotlin**, and **Apigee**.
- Engaged in **agile development** processes such as **Scrum** and **pair programming**.
- Won two internal team awards and finalist/nominations for several more.
- Optimised **CI/CD** processes including **Gitlab pipelines** and **Cloud Foundry** deployments to be over 25% faster.
- Lead the Career Advisor form which has seen over X users.
- Contributed to internal libraries and packages, such as the SNSW component library and a dynamic form generator.
- Mentored and onboarded multiple junior developers.
- Strengthened testing practices with unit and e2e integration tests using **Jest, React Testing Library**, and **TestCafe**.
- Employed **Rapid Application Development** in the Crisis Response Team; shipping MVPs usually in under a week.
- Became the subject-matter expert for multiple technologies including **Google reCAPTCHA Enterprise**.
- Enabled effective bug triages by monitoring production systems through the usage of **New Relic** and **Splunk**.

FULL STACK DEVELOPER | STAR MATHS ONLINE | AUGUST 2019 – SEPTEMBER 2020

- Improved app utilising **AngularJS, ASP.NET Web API 2, Entity Framework 6**, and **SQL Server 2017**.
- Communicated and developed effectively alongside external contractors and outsourced teams.
- Developed a new registration and payment flow (with **Stripe** and **PayPal**) utilised by an increase of users.

GAME DEVELOPER | STAR MATHS ONLINE | JULY 2018 – AUGUST 2019

- Developed new core game features for the main game using **Phaser.io** as engine and **Express** as backend.
- Drove user engagement up around 20% by assisting in game design and development of new features.
- Played a key role in migration of game's codebase from **Phaser.io** to **Cocos2d** engine.

FOUNDER | NCCORP PTY LTD | AUGUST 2018 – AUGUST 2019

- Developed a prototype social game with **Unity** engine utilising **GameSpark** as BaaS.
- Led a small startup team of 4 junior developers; managing workflows, schedules, tasks, and quality control.
- Performed other non-technical duties such as market research, business documentation and more.

DEVELOPER INTERN | STAR MATHS ONLINE | JANUARY 2018 – JULY 2018

- Developed procedurally generated game content using **HTML5, CSS3, JavaScript**, and **Phaser.io**.
- Assigned leadership of other interns and took on quality assurance responsibilities.
- Exposed to an **agile** environment using tools such as **GitKraken, Jira, BitBucket**, and **Slack**.

DATA ENTRY PROJECT | PRIVATE FREELANCER CONTRACT | JULY 2016 – AUGUST 2016

- Used **Electron** to create a proof-of-concept data entry software tailored specifically to physiotherapy.

- EDUCATION -

BACHELOR OF ENGINEERING (SOFTWARE) | UNIVERSITY OF SYDNEY | 2012 – 2018

- Thesis - Computer vision using **Deep Learning** (Convolutional Neural Networks).

- SKILLS -

LANGUAGES: JavaScript/TypeScript, HTML/CSS, Java/Kotlin, SQL, C#, Python

FRAMEWORKS AND MAJOR LIBRARIES: React, Redux, React Testing Library, TestCafe, Spring Boot, Apigee, reCAPTCHA Enterprise, Cloud Foundry, Phaser.io, ASP.NET, Unity, SQL Server, Electron

TOOLS: Git, Gitlab CI/CD, Jira, Confluence, Miro, IntelliJ IDEA, Visual Studio Code, Maven, Gradle, SwaggerHub, Postman, Slack, Microsoft Office + Teams