

Runtian Liang

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Education

University of Western Australia (UWA), Master of Professional Engineering (Software Engineering) Jul 2022 – July 2025

South China University of Technology (SCUT), Bachelor of Software Engineering Sep 2019 - June 2023

Experience

Full-stack developer & UX/UI Designer, UWA Design & Research Project 2024 whole year

- Worked with teams to developed tools for use in real cases at the UWA Dental Clinic and ophthalmology Hospital. Collected and preprocessed real data.
- Responsible for page design using Figma and implemented multiple web pages. Responsible for realizing the real-time network connection communication function. Adopt agile development process.
- Connect and test Prisma database and API, and deliver work according to the CI/CD process of Github action.
- Use ngrok to package and deploy the application to the public network that outsides can access the App.

Full-stack Developer, Aperture IT Service July 2024 – December 2024

- As an IT help desk to provide IT consulting and technical solutions for clients.
- Developed commercial-grade mini-programs and web apps using Modern Universal Framework. Deployed and maintained projects via AWS cloud services and GitHub, ensuring scalability and seamless updates.

Data Analyst & Software Development Assistant, SCUT December 2022–March 2023

- As a mentee and team member, developed a branching feature for a large-scale web tool(Vue framework). enhancing its functionality for time-series data analysis and processing.
- Researched and applied multiple analytical algorithms to improve tool performance and accuracy.

Game Designer and Developer, Netease Games on campus February 2022 – July 2022

- As a leader, Planned and implemented a 2.5D Unity game with a team, spearheaded design initiatives, organizing meetings, and delegating tasks.
- Implemented core game-play features, including character perception systems and logic-driven event mechanics, using Unity framework with C#.

Projects

AI-powered virtual Bitcoin trading system February 2025 – May 2025

- Developed an AI-powered virtual cryptocurrency trading system, Focus on designing, integrating and testing multiple algorithms, to support customizable trading behaviours and interactive user controls.

AI Assistive Tools for the Visually Impaired August 2024 – October 2024

- Developed an embedded hardware tool based on Raspberry Pi and XIAO. Focus on hardware programming using Arduino, and in Python backend integrated AI-assisted functionality within the tool.

3D spatial reconstruction application February 2023 – May 2023

- Developed a Python app, capable of generating physical model images of real-world spaces based on photos and coordinate information captured by a 3D camera.

Technologies

Language: JavaScript, TypeScript, Python, C++ , C#, R, MATLAB, SQL, Shell.

Frameworks/Libraries: React, Node.js, Next.js, Vue, Flask, Vite, React Native, Express.js, Spring Boot.

DevOps/Tools: Docker, AWS, GitHub Actions, Azure, Google Cloud, Figma.

Databases: PostgreSQL, MySQL, Supabase, Prisma, Firebase.

Others: RESTful API, JWT Auth, JUnit, Agile, Microsoft, Jira.