JENNY SHEN

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PROGRAMMING SKILLS

Language:	Python, C, C#, JavaScript
Front-end:	React, CSS Bootstrap, HTML, JavaScript ES8+
Back-end:	Python 3.7+, TypeScript
Database:	MySQL, DynamoDB
Tooling:	Git, GitHub, Linux, Postman
Cloud:	AWS

EDUCATION

December 2023
MASTER OF ENGINEERING SCIENCE, The University of Queensland
Master of Engineering Science (Software Engineering) 2023 -2023
GPA – 7/7

December 2022
BACHELOR OF ENGINEERING, The University of Queensland
Bachelor of Engineering (Honours) (Software Engineering) 2018- 2022
GPA – 6/7

WORKING EXPERIENCE

March 2024 – Present
Backend Developer Internship, Cyberlark Studio

- Design and implement an algorithm to retrieve the most recent reminder events over a specified time period, optimising performance and usability (**Typescript**)
- Use **DynamoDB** to store and manage the properties, reminders and users' data
- Implemented **API** changes to enhance functionality and user experience, including modifying the `POST` and `GET` method to improve data retrieval efficiency
- Setup Backend by using **Nodejs** and deploy project into **AWS**
- Collaborate with front end developers to integrate backend functionalities and create user-friendly website

November 2023 – Present
RESEARCH ASSISTANT, The University of Queensland

- Utilised **Python** to train various password guessing models, explore enhancement of cybersecurity measures.
- Conducted several experiments to evaluate the performance of different models, focusing on the guessing ability in various scenarios.
- Analysed experimental data to identify key factors influencing model effectiveness, help to improve in model design and functionality.
- Wrote detailed research papers on the outcomes and findings of the experiments.

November 2021 - January 2022
TRAINEE ENGINEER, Shenzhen Sunline Tech Co., Ltd., China

- Learned Batch Transaction, Online Transaction and Front-end Counter Development, PO Process Development and CICD Process.

- Collaborated with the technology teams to write code specifications, and use **Git** to control the system version.

November 2020 - January 2021
TRAINEE ENGINEER, Institute of Mechanics, Chinese Academy of Sciences

- Designed and developed a visual interface for the post-processing of load data, using the **PyQT5** graphical user interface library with **Python** to enhance data visualisation and user interaction.
- Completed interface design of post-processing program of load results, enclosure drawing software, and distributed load inspection program of the whole machine.
- Analysed and integrated functional code with the user interface facilitating the execution of various functional operations within the software.
- Assisted colleagues with data processing tasks using **Python** scripting and completed a post-processing report on load results, improving the team's data analysis capabilities.

TEAM PROJECT EXPERIENCE

July 2023 – November 2023
ENGINEERING STUDENT, SMART on FHIR Project

- Developed an FHIR-based blood test risk reporting tool. Collaboratively designed and implemented a healthcare feature based on client specifications. This tool allows for the reporting and interpretation of blood test risks, and improves patient care management.
- Responsible for communication with clients and maintaining project progress logs each week, ensuring all teammates informed on weekly milestones
- Employed **Python**'s statistical libraries to develop a Generalised Linear Model that predicts blood test risks.
- Integrated **FHIR API** with a **ReactJS**-based user interface, achieving a robust data flow between backend **Python** services and the frontend application, enhancing the user experience for patients and clinicians.

February 2022 - November 2022
ENGINEERING STUDENT, Thesis Project of The Future of Meeting (TFOM)

- Collaborated with professors in different fields, including software engineering, machine learning, and human-computer interaction to create innovative approaches to the future of conferences
- Developed a series of prototypes with varying levels of fidelity followed by user testing to validate design concepts and usability.
- Tracked the entire user testing process, collected feedback, identified UX shortcomings, and drafted an improvement report.
- Design an innovative **Unity**-based feature, utilizing **C#** programming for backend logic, which allow conference attendees to find peers with similar interests at large conference quickly. Depending on distance, features will be represented differently.

ADDITIONAL INFORMATION

Professional Engineer – Skill Level 1
PTE Academic Overall Score 79
Deans Commendation Certificate for 2018 sem2, 2022 sem1, 2022 sem2, 2023 sem1 and 2023 sem2