Greenland Yu

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EDUCATION

The University of Adelaide

Adelaide, SA

Bachelor of Computer Science (Advanced); GPA: 6.75

Mar. 2018 - Present

Trinity College Gawler

Gawler, SA

Achieved SACE Certificate; ATAR: 97.56

Graduated in 2017

Professional Experience

Fivecast

Kent Town, SA

Software Engineer, Intern

December 2020 - Present

• Performed Software Engineer Duties: Worked on ingesting data off of social media platforms, worked extensively in the back-end using Java. Applied best-practices software development to solve problems presented.

Lockheed Martin Australia

Mawson Lakes, SA

Co-op Technical (Software)

Aug 2019 - Jan 2020

- Contributed to projects written in Python and Java: Developed system capabilities to assist business needs. The code base was primarily in Python and Java and followed a micro-service design pattern.
- Introduced to the Software Engineering Process: Experienced putting the skills and theory learnt at university into the work place. Introduced to version control, code reviews, and collaboration using GitLab. Experienced parts of the Software Development Lifecycle. Gained experience in a wide range of technologies.
- Introduced to Data Science: Collected data from weather simulations and manipulated data to gain worthwhile information. Had to understand the context behind the models and the interactions of the environment.

Bluefit and YMCA

Elizabeth N, SA

Swimming Instructor

Oct 2016 - Present

PROJECTS

- Personal Fitness Trainer Social Media Website: Created using MySQL, Express, React, NodeJs. A social media platform where personal fitness trainers and clients can connect. Fully functional website including registration, logging in, searching, filtering, browsing, social media features (filling out user information, messaging other users, send booking requests) and administrator dashboard.
- Restaurant Booking Website: Created using a full-stack (HTML5, Vue.js, NodeJs, Express, MySQL) and accessed the Google Maps API. Fully functional website including registration, logging in, searching, browsing, location tracking, booking, cancelling, aesthetic user interface and accessible elements.
- Volumetric Analysis of Anatomical Brain Structures Research Project: Major component of degree. Under supervision, created tools for volumetric adjustment methods of brain structures. Created using the sci-py stack. A literature review and an academic paper was created along with working system.
- Dynamic and Interactive Visualization Research Project: Created with HTML, CSS, Plotly and Jupyter Notebook. Processed a data-set (Global Terrorist Database) to produce an interactive visualization.

KEY TECHNICAL SKILLS

Languages: Java, Python, C++, JavaScript, MATLAB

Technologies: RabbitMQ, Docker, Git, Ansible

AWARDS

The Software Engineering Prize at the University of Adelaide Awarded to students who obtained the best group mark for a Software Engineering Project.

References

References on request