NOE HSU
SOFTWARE ENGINEER

PROFILE

1. Passionate front end developer with 4 years of experience in React.
2. Thrive on building and improving applications - from revamping websites to developing a tracking system and a multiplayer poker game.
3. Strong foundation in mathematics, problem solve with logical precision and creativity.
4. Genuinely enjoy coding, and always excited to bring cool ideas to life through clean, efficient code.

CONTACT

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⭐ https://noe13hsu.github.io/

SKILLS

HTML	Material UI
CSS	Tailwind CSS
React	Redux
TypeScript	JavaScript
Ruby on Rails	PostgreSQL

EDUCATION

- **Coder Academy**
  FEB 2021 - JUL 2021
  Diploma of Information Technology

- **University of Queensland**
  FEB 2010 - JUL 2011
  Master of Business in Marketing

- **University of Queensland**
  JUL 2006 - DEC 2009
  Bachelor of Commerce in Accounting

EXPERIENCE

- **Codeworx, Software Engineer**
  MAY 2023 - MAY 2025

  1. Convert legacy JS/Coffee Script poker app to React/Redux.
  2. Develop common components including a modal and a card component to replace tables on mobile.
  3. Build new features including a hand history replayer and bonus claimer.
  4. Maintain and update event translator to ensure accurate game event handling.
  5. Code reviews to uphold code quality and share best practices across the team.

- **Blackbook.ai, Software Engineer**
  NOV 2021 - MAY 2023

  1. Build reusable UI components using React, TypeScript, Lodash, and Material UI to support scalable front-end development.
  2. Build interactive map components for real-time tracking using React Leaflet and HERE Maps.
  3. Build Storybook for isolated UI component testing.
  4. Code reviews to uphold code quality and share best practices across the team.

- **Wicky (Sport Tech Daily), Software Developer**
  JUL 2021 - NOV 2021

  1. Revamp the Wicky.ai website with WordPress.
  2. Build UI components such as player cards and stats table with React and Bootstrap.
  3. Build interactive data visualisations for team and player stats with Nivo and ApexCharts.
  4. Use Figma to design wireframes and collaborate on UI/UX planning.

REFEREES

Dan Henke | contact@danhenke.au

Kevin Millar | koden.km@gmail.com