

Qiwei Yang

M: 0481177549 | E: yangqiwei97@gmail.com
A: UNSW Village Gate 2 High St, Kensington, 2033
Website: qiweiy.me

CAREER PROFILE

Bachelor of Computer Science student at the University of New South Wales who has:

- Excellent team skills developed through extracurricular activities and course projects.
- A high level of motivation demonstrated in continuous self-learning.
- Strong problem-solving skills gained through various projects and part-time work experience.

EDUCATION

Bachelor of Computer Science 2017 - 2020
University of New South Wales (UNSW Sydney)

- Third year student

TECHNICAL SKILLS & CERTIFICATIONS

- C, Java, Python, Git, JS, TS, HTML5, CSS, Flask, Node.js, React, Docker
- AWS Certifies Cloud Practitioner (2019)

RELEVANT EXPERIENCE

Part-time Node.js Developer May 2019 – Dec 2019
Ahead of The Curve Pty Ltd

- Implemented serverless API endpoints using AWS Lambda, S3, API Gateway and DynamoDB.
- Created frontend interfaces with React-Bootstrap.
- Designed and maintained a resource provisioning tool that converts json/yaml files to AWS-CDK code.

Personal Projects

- Chrome extensions [Markdown Sticky Notes](http://qiweiy.me), can be used on web pages. Built with React and Webpack.
- Personal blog website (qiweiy.me): Created a serverless single-page-restful-app using AWS JS SDK with a frontend developed through React. Allows users to login and post blogs.

CSE Society Software Project Team May 2018 – Oct 2019
UNSW CSE Society

- Implemented CSE Jobs Board's backend Express APIs and Mocha tests, designed and built Vue.js UI components.
- Built a single page app with React and Express that assists executive team's events management.

Developer Intern Dec 2018 – Jan 2019
ChangZhou Kingdee Software

- Studied ERP system business processes and functionalities.
- Developed ERP (K/3 Cloud) custom plugins using C#.
- Tested warehouse management system(WMS) workflow.

University Courses Projects
UNSW 2018 – 2019

- OO Design: Built a dungeon game using JavaFX and Java with application of design patterns.

- Software Engineering Fundamentals: University event management app. Used Bootstrap and Flask.
- Project Management: Educational geography game. Used React, Python, Firebase, AWS.

COMPETITIONS

2019 CSEsoc hackathon

July 2019

UNSW

- Created an image recognition, waste disposal category classification web app.
- Reached the 3rd place among 40 teams.

The Smart Games

Aug 2018 - Oct 2018

Co-hosted by Telstra and UNSW

- Designed a creative solution for smart utilization of energy by using Telstra IoT network and cloud computing technologies. Selected as one of the five finalist teams.

ADDITIONAL EXPERIENCE

Educational Consultant Intern

Jun 2018 - Aug 2018

JMISSC

- Provided university application services to international students.
- Developed new clients and maintained connections with them.
- Contributed articles to company's WeChat official account.

Middle school student private tutor

Dec 2017 – Feb 2018

Beijing Youwin Education technology limited

- Tutored middle school students, successfully helped students to achieve their goals.
- Designed personalised PowerPoints for students based on their academic level and objectives.