

Peter Le

Software Engineer | Full Stack Developer

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PROFESSIONAL SUMMARY

I'm a Full Stack Developer / Software Engineer with over 2 years of experience in professional software development. With hands-on experience and profound knowledge of React, Angular, Node, Python, and ASP .NET Core, I'm dedicated to leverage my experience in application development and enhancing my craftsmanship to deliver efficient, reliable, and secure software solutions that are not only functional but also impactful.

EMPLOYMENT

[eBottli](#) – Adelaide, SA

Software Engineer

Apr 2023 – Present

- Worked collaboratively in a team of 4 software engineers, responsible for frontend and backend development, while mentoring interns to contribute effectively to web and mobile app projects.
- Engaged directly with clients and stakeholders to gather requirements, driving the design and implementation of modules and microservices that enhanced a SAAS product dedicated to [wines](#) and [grapes](#) production tracking.
- Improved the performance of 2 existing web applications by reducing page load times by 2-3 seconds, resulting in a 50% increase in usability and rendering speed.
- Seamlessly integrated RESTful APIs and used Swagger API for testing purpose, notably Stripe and Google Map API, into client web applications, implementing clean code techniques, TDD and robust API security practices to ensure seamless functionality for client web applications.
- Successfully deployed web application for production and client's demo using AWS Lambda, S3, and CloudFront, ensuring scalability and performance optimization.
- Prototyped 3 front-end web interfaces for management solutions in an agile development environment and report to CTO by technical documentation in daily sprint meetings.

[Bambrick Legal](#) – Kent Town, SA

AI Research Assistant

Apr 2023 – Sep 2023

- Work collaboratively on AI automation projects to optimize the company process, reducing manual tasks by 25%.
- Authored AI tool usage guidelines and reports, delivering to the CEO, management team, and stakeholders.
- Attend daily sprint meetings, reported updates on the projects to CEO, applied communication skills technique.

[Jung Talents](#) – Ho Chi Minh City, Vietnam

Software Engineer

Sep 2021 – Jan 2023

- Spearheaded the design and development of dynamic web applications tailored to the specific needs of clients in the education and healthcare sectors. Emphasized seamless integration of multimedia content and interactive blog posts to enhance user engagement.
- Engaged in the [PTE Master](#) project by harnessing ASP .NET Core, AWS, and TypeScript. Primarily focused on elevating search functionalities and refining course recommendation systems, resulting in a more user-friendly and efficient platform, implementing clean code techniques and OOP practices.
- Contributed significantly to the [Mentem](#) project utilizing NestJs, React, TypeScript, and NodeJS. Played a key role in structuring and managing learner distribution across different categories and groups within the platform.
- Orchestrated the deployment and proficiently managed web applications, leveraging a suite of AWS services including AWS Amplify for streamlined front-end automation deployment, EC2, CloudFront, and other associated tools. This ensured scalable, secure, and optimized cloud-based solutions.

TECHNICAL SKILLS

Programming Languages: JS, TypeScript, Java, Python, C#, C++, HTML, CSS, SQL.

Frameworks / Tools: React, AngularJS, NodeJS, ExpressJS, VueJS, NestJS, ASP .NET MVC, Git, SVN, Docker, Jira.

Database / Cloud: Relational Database (MySQL, Postgres, SQLite), MongoDB, Firebase, AWS, Azure.

Operating System: Microsoft, Linux, RedHat.

Architecture: Microservice, Serverless.

EDUCATION

Bachelor of Computer Science (Computer Science), The University of Adelaide

Sep 2020 – Jul 2023

- Developed a solid foundation in understanding computer system, algorithms, and software project cycles. GPA: 5.913/7.

TECHNICAL PROJECTS

[AI Image Generator Website](#)

Jan 2023 – Feb 2023

- A self-starting personal project created a platform for generating and sharing AI-driven art. Utilized JavaScript, Node.js, React.js, MongoDB, and OpenAI API to manage large data sets of up to 10GB.

[English Learning App - Defined](#)

Jan 2023 – Jan 2023

- An English learning games with special CSS automation, created using Vanilla JS, HTML5, and CSS for the Hackathon competition in a team of 4.

[Team Pursuit Management Website](#)

July 2022 – Nov 2022

- Created a web application to manage Team Pursuit performance through generated data and graphs after various matches in a team of nine developers using JavaScript, Node.js, and MySQL.

REFERENCE

Reference available upon request.