

TYRONE W. NOLASCO

tyronewessnolasco@gmail.com | (+61) 401 687 774 | Brisbane, 4077 | <https://github.com/shlggy>

SUMMARY

Working full-time as a Brisbane-based Software Engineer at Sonic IT with a passion for front-end design and verbose documentation. I have a desire to expand my portfolio of skills and work on rapidly-paced projects that give me the opportunity to work outside of my comfort zone.

WORK EXPERIENCE

Sonic IT

Brisbane, Queen Street

Software Engineer

Nov. 2023 - Current

- Built a front-end user management dashboard using React + Vite, TypeScript & TailwindCSS from the ground up for major clinical and business operations of the Sonic HealthPlus business unit.
- Heavily interfaced with the Azure Cloud Computing platform to integrate OAuth into the front-end as a part of the user management component of the project.
- Partnered with internal business-facing teams and stakeholders to allow for a steady influx of iterative feedback, ensuring that the project's direction was representative end users' needs.
- Followed Agile and Sprint processes on a weekly basis while maintaining thorough documentation for each component of development, ensuring that design processes, test cases and risks were accounted for.

System Support Specialist

May. 2022 - Nov. 2023

- Responsible for troubleshooting medical software supported by Sonic IT to resolve tickets raised by medical sites across Australia, achieving an average of 6+ ticket resolutions per day.
- Maintenance of case-by-case incident documentation and team-wide knowledge articles as a part of a collaborative effort to document the support process for 30+ different pieces of software.
- Management of at least 1 critical incident per week that requires instant action and outward communication to affected users.
- Responsible for engaging with internal Sonic IT teams & external vendors via thorough communication to assist with incident resolution and management of critical incidents.

EDUCATION & TRAINING

Queensland University of Technology

2018 – 2021

Bachelor of Information Technology (Distinction) - Computer Science Major

GPA: 5.875

Minors: Engineering Foundations & Mobile App Development

Social Clubs: UQ Computing Society, CODE Network

INTERESTS & SKILLS

Skills: Documentation, written communication, incident management, systems diagramming, design

Programming Languages & Technologies: JavaScript, React, React Native, NodeJS, NextJS, TypeScript, SQL, HTML, CSS, C#, C

Interests: Hackathons, game jams, DDR

PROJECTS

- 2024 **ddr-md**
Flutter, Dart
A cross-platform mobile app built for niche Dance Dance Revolution community use-cases
- Creating a cross-platform toolkit for users to use during play of the game *Dance Dance Revolution* with the intention that it will be used as a platform to foster community growth.
 - Built upon on existing community-written scripts responsible for data processing the information for use in the project
 - Followed an iterative development process that involved, seeking out community feedback, partnering with other developers of the community as well as my own use cases.
- <https://github.com/sh1ggy/ddr-md>
- 2022 - 2023 **Not a Key Logger (NAKL)**
TypeScript, NextJS & React Native
Serverless peer-to-peer messaging and file transferring platform
- A hackathon turned long-term project, creating a platform designed for two parties to exchange files & text messages through a serverless peer-to-peer connection.
 - Leading the design, use-case diagramming and documentation related to the project.
 - Self-managed project, using Trello Kanban board and a iterative weekly agile framework to ensure constant progression and reflection.
- <https://nakl.kongroo.xyz/>
- 2021 - 2023 **Redland Museum Display and Information Guidance System (DIGS)**
TypeScript, React & React Native
Continuation of the QUT Capstone Project outside of the scope of university work.
- Finalised an ongoing project in 2 and a half years, rebuilding the 3 year old DIGS administrative portal and application with modern technologies and frameworks.
 - Led the project as an acting project manager responsible for the delegation of tasks that aligned with project scope following an iterative development framework.
 - Managed project expectations with the Project Owner via regular online meetings, email correspondence and onsite visits.
 - Composed visualisations of technical system architecture and wrote significant client-facing documentation & reports.
- <https://rm.kongroo.xyz>

REFERENCES

Russell Dinte:
Project Manager & IT at Redland Museum
E: russdinte@bigpond.com
P: +61 7 3286 3494

Anhad Ahuja:
Programming Teammate
E: anhadrs@gmail.com
P: +61 490 779 437