Eddy Shao

E-mail: personal@eddyshao.com | LinkedIn: Eddy Shao | GitHub: shao-nz | Personal site: eddyshao.com

Key Skills

Languages: Python • Java • Kotlin • JavaScript (React/Next.js) • HTML/CSS • SQL (PostgreSQL) • XSLT • XML
Web: REST APIs
Other: Unix/Linux • Git • CI/CD (Jenkins) • JUnit • SCRUM • DSA • Teamwork • Communication

Work Experience

JUNIOR SOFTWARE ENGINEER INTERN
ALLETTE SYSTEMS (06/2022-12/2022)

- Manual testing of Vue frontend applications
- Fixed bugs, improve and update Java and Kotlin backend services to meet new client requirements
- Deploy software releases Kubernetes Cluster with Rancher
- GitLab for Git version control

Education

UNIVERSITY OF SYDNEY – (01/2020 – 11/2024)

Bachelor of Computing (Major: Computer Science/Minor: Psychology)

Projects

LEAGUE OF LEGENDS INFO ECOSYSTEM | PERSONAL PROJECT

Riot Service | W.I.P

TECH STACK: Rust, PostgreSQL

Backend service which interacts with Riot's League of Legends APIs to return data to client applications, such as shao.lol and Gromp.

shao.lol – Personal League of Legends account tracker (GitHub)| Currently being rewritten

TECH STACK: React, NGINX, Vanilla CSS

React webapp to track the match history with in-game stats and details of my personal League of Legends accounts. Runs on a NGINX webserver where requests are forwarded to Riot Games API.

Created for personal use, with plans to expand for public use.

Gromp – Discord bot (GitHub) (Website)| W.I.P

TECH STACK: Python, Next.js, Tailwind CSS, Vercel

A League of Legends Discord bot which provide users with information about live game data and player profiles.

Created as current solutions investigated have incomplete or incorrect functionality, or are unmaintained.

HAO.WORKS (GITHUB) | PERSONAL PROJECT

TECH STACK: Next.js, Vanilla CSS, Vercel

Personal website for Hao Wen to display his portfolio, works and contact information.

CINEMA BOOKING SYSTEM | UNIVERSITY PROJECT

Java command-line cinema booking system, developed within a SCRUM team.

- Held daily SCRUM meets and weekly sprint reviews.
- Build automation with Gradle, CI/CD integration with Jenkins and unit testing with JUnit
- GitHub for Git version control

PACMAN CLONE | UNIVERSITY PROJECT

Pacman clone with Java using Processing library.

- Unit testing with JUnit
- Cemented OOP foundations