# Shaoxian (Shao) He

Greetings, I am Shao, I was a software engineer mainly developing web applications in Buka Melbourne. I enjoy problem-solving and being creative, and I have a variety of interests, including but not limited to web, embedded systems, and game development. I am also exploring and learning AI technologies.

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### **EDUCATION**

# **The University of New South Wales**, Sydney— Bachelor of Science (Computer Science)

AUG 2019 - SEP 2022

- Graduated with first class honor.
- Weighted Average Mark (WAM) is 85.94.

#### **EXPERIENCE**

# Buka Australia Pty Ltd, Melbourne — Software Engineer

JAN 2023 - JULY 2023

- Worked under agile software development.
- Owned end-to-end development and maintenance of scalable web applications.
- Modified and maintained K8s microservices.
- Configured automated Gitlab CI/CD pipelines.

## **PROJECTS**

# **Finance as a Service (FaaS)** — *Software Engineer*

- Developed a Golang backend K8s microservice to handle loan application, disbursement, and KYC verification.
- Designed gRPC and RESTful APIs to make SQL queries to the cloud database (PostgreSQL) service hosted on GCP to fetch or modify loan data.
- Deployed a CronJob pod to run scripts periodically.
- Groomed and implemented tickets with 60+ story points.

# **Admin Dashboard** — *Software Engineer*

- Implemented a frontend K8s microservice with Nuxt 3 framework in collaboration with UI/UX designers to provide an intuitive web interface for admins to monitor and administer the loan data by calling APIs of FaaS.
- Groomed and implemented tickets with 30+ story points.

# **Personal Portfolio Website** — *Personal project (WIP)*

- Creating a single page application (SPA) without frameworks to explore the fundamentals of vanilla Javascript, HTML and CSS.

#### **SKILLS**

Proficient:

Go, Vue.js, Nuxt.js, Linux, TypeScript, Node.js, SQL, Tailwind CSS, HTML, Git

Familiar:

C, C#, C++, Python, Java, Gitlab CI/CD, Kubernetes, Docker, RESTful, gRPC

Open to adapt to new languages

#### **INTERESTS**

Game development, Embedded system, 2D/3D digital art, Emergent digital tech

#### **LANGUAGES**

English, Mandarin, Cantonese

### **REFERENCES**

Reference available upon request