

# Shaoxian (Solaris) He

Full-stack Software Engineer

Portfolio

<https://solaris-he.github.io>

## CONTACT

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## EDUCATION

### Bachelor of Science (Computer Science)

The University of New South  
Wales (UNSW)  
2019 - 2022

**First class honour**  
WAM: 85.94

#### Featured Courses:

Computer Vision

Operating Systems

Advanced C++ Programming

Object-oriented (OO) Programming

Digital Circuits and Systems (FPGA)

## LANGUAGES

English

Mandarin

Cantonese

## INTERESTS

Drone

2D/3D Digital Art

Virtual Reality (VR)

Custom PC Building

Game Development

Emergent Hardware

## REFERENCES

Available upon request

## BIO

A **full-stack software engineer** who

- endeavours to develop robust and performant solutions.
- enjoys implementing intuitive and aesthetic interfaces.
- seeks opportunities to learn more about AI and VR.
- always passionate and urges to learn and explore.

**Flexible to any tech stack or work environment.**

## EXPERIENCE

### Full-stack Engineer - Buka Australia Pty Ltd

JAN 2023 - JUL 2023

- Contributed in building gRPC and RESTful APIs with Golang and Vue.js by grooming and implementing tickets worth more than 100+ story points.
- Streamlined the admin workflow with a CronJob execution, which boosted efficiency by reducing on-call tickets by 20%.
- Setup 5+ Datadog alerts for monitoring production status (error rate, circuit-breaker trigger, loan rejection rate etc.).
- Rectified circuit-breaker implementation that could potentially cause false-negative.
- Disabled redundant dev environment on GCP and related GitLab CI/CD pipeline, reducing the runtime cost by 33%.
- Applied agile software development best practice.

## PROJECTS

### Cell Segmentation - UNSW

Computer Vision (COMP9517) Course Project

- Generated pseudo masks using watershed algorithm.
- Implemented consistent cell tracking, cell displacement and cell size calculation functions with area-overlap approach. Cell mitosis detection rate is above 50%.
- Tech Stacks: Python, Pytorch, Google Labs, OpenCV.
- GitHub Repo: [github.com/Will3577/Cell\\_Segmentation\\_Project](https://github.com/Will3577/Cell_Segmentation_Project)

## TECHNICAL SKILLS

#### Proficient:

Golang, Typescript/Javascript (Nuxt.js), HTML5, CSS

#### Familiar:

Frontend: React.js, Vue.js, Tailwind CSS, Material UI

Backend: Python(FastAPI, Flask), C, C++, Java, PostgreSQL, SQLite3

DevOps: GitHub, GitLab, ArgoCD, Docker, Kubernetes, Terraform

Design: Figma, Adobe Creative Cloud

Tools: Git, VSCode, Vim, Postman

OS: Linux (Debian based), MacOS