

# Terence Qu

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Bachelor's of Engineering (Software) Graduate | DOB: 06/12/2000 (20 years old)

## Career Objective

Studying towards a Bachelor with Honours in Engineering (Software) at the University of Auckland. Aiming to find somewhere to apply my passion for technology and coding, and to get a start in a career in software development.

## Awards and Certificates

### 2020 First Place in DEVS 48 Hour Hackathon

- In a team of 6, we had 48 hours to come up with an idea and implement it as a prototype.
- My team achieved first place, with a web application called UpSkill, detailed in the Projects section.

### 2015 - 2016 NZQA Scholarships Achieved (5 scholarships)

- Physics x 2 (2015 and 2016)
- Chemistry (2016)
- Calculus x 2 (2015 and 2016)

### 2015 - 2016 Auckland Math Olympiad Participant (St Peters Representative)

- Only the top students in mathematics for each stream are invited every year, I was selected twice.
- Solve complex mathematical problems using critical thinking and strict time constraints.
- Competed with the top students of other schools in Auckland.

### 2016 First Recipient of the St Peters Headmasters Shield

- Awarded to students showing exemplary academic performance, diligence, & innovation.

## Work Experience

### Mar 2019 – Present MyTuition Tutor Subjects – Math, Physics

- Tutoring IGCSE to A-Level Maths and Physics to students struggling with the subjects.
- Tutored over 15 unique students, for 4~6 sessions each week.
- Requires in-depth knowledge of subjects to help various students of different skill levels.
- Expertise and confidence are needed to ensure students can obtain help with anything they need with the subject.

### Sep 2018 – Mar 2019 Pak'nSave Glenn Innes Inventory Assistant

- Keeping track of inventory for items in Pak'nSave Glenn Innes.
- Requires diligence, counting inventory with maximum accuracy and attention to detail.
- The job requires counting upwards of 4 aisles worth of products per day (4 hours), in addition to wherever the products are elsewhere in the store.
- People in this role need to remain logical and display good time management under high stress.

## Education

### 2017 - Present University of Auckland - Tertiary Bachelor of Engineering - Software Specialization (Hons)

- Graduation intended 2020.

- First place in DEVS 48 hour Hackathon in 2020.
- Game Development Guild member.

**2013 - 2016**

**St Peter's College - Secondary  
Cambridge Student**

- Graduated 2016 (16 years old) with 380 UCAS.
- Achieved 5 NZQA scholarships (detailed below).
- First recipient of the Headmaster's Shield, the first award in St Peter's designed to reward academic achievements.
- Senior Librarian, Trees for Survival club member.

## Software Development Projects

### Upskill - Web Application (Hackathon Project)

- Upskill is a local networking centered live learning service so people who have become recently unemployed due to Covid-19 can upskill, reskill, and retool themselves to re-enter the job force.
- This project allowed my team and I to obtain first place in the DEVS 48 hour Hackathon, an event sponsored by Potentia, Centrality.AI, Xero, Optiver and Serato.
- Worked in a team of 6 to create a full-stack web application within 48 hours, in order to properly demonstrate our product.
- The application was developed with React.

### Minecraft++ - Java (Personal Project)

- Minecraft++ is a Minecraft modification, created on the framework Minecraft Forge. It aims to add items and game mechanics to resolve some of Minecraft's criticisms regarding game design.
- Currently working as a pair to implement this project.
- My contributions include 2D art, 3D modelling, and all code regarding items that help with Minecraft's crafting system.
- This mod is developed with Java, and Minecraft Forge, which is a Java framework.

### Task Scheduler - Java (University Project)

- Task Scheduler uses an A\* algorithm to try find the optimal schedule, given a series of tasks.
- Worked in a team of 5 to create an application to create an optimal solution for an NP-hard problem.
- Employed the Waterfall model to manage the project and the team's workflow.
- Applied practical skills for using Gradle and Java, as well as the ability to work with large APIs to modify a game.
- The application was developed entirely with Java, with a Swing GUI.

### Wanderer - Web Application (University Project)

- Wanderer is a web service that lets you plan and customize your own personal road trip plans.
- Worked in a team of 4 using Fork and Pull workflow in git.
- The application was developed using React, Express + NodeJS, and MongoDB.

### Dungeons and Dragons Character Sheet Creator - Web Application (Personal Project)

- The DnD Character Sheet Creator allows users to create and share personal Dungeons and Dragons character sheets.
- Worked by myself to create a web application that prioritizes user security.
- The application was developed using React, Express + NodeJS, and MongoDB.

## Interests and Activities

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|-----------------------|----------------------|----------------|
| • Various instruments | • Illustration       | • Cooking      |
| • Game design         | • Video game modding | • Table Tennis |