

# Terence Qu

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

## Career Objective

Looking to improve my skills within software development, and to find a place to apply my passion for all things software related.

## Work Experience

**Sep 2020 - Present**

**Tidy International  
Software Engineer**

- Tidy International is a SaaS company that provides products for inventory and project management.
- Working and maintaining several projects, legacy and new.
- Technologies learned and applied:
  - Applied DevOps skills through deploying and maintaining cloud architecture. Used Docker, Kubernetes, TerraForm, and knowledge of various Azure services.
  - Implementing and deploying .NET 5 based microservices.
  - Designing and implementing SQL schemas for one of the core products.
  - Maintaining legacy .NET Framework MVC project.

**Mar 2019 – Sep 2020**

**MyTuition Tutor  
Subjects – Math, Physics**

- Teaching IGCSE to A-Level Cambridge (Year 11 to 13) Maths and Physics to students struggling with the subjects.
- Tutored over 15 total unique students, part-time for 4~6 total 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.

## Education

**2017 - 2020**

**University of Auckland - Tertiary  
Bachelor of Engineering - Software Specialization (Hons)**

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

**2013 - 2016**

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

- Graduated 2016 (15 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.

## Awards and Certificates

### 2021 **Azure Developer Associate**

- Became Azure certified after passing the AZ-204 exam. Studying for the certificate allowed me to learn and apply existing skills in cloud development, deployment and software architecture design.

### 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.

## Personal Projects

### **Brainstorm - Video Game**

- Brainstorm is an action top-down arcade shooter game created for the GMTK 2021 Game Jam.
- Achieved 99th place in Fun and 293rd place in Overall, out of a total of 5750 entries.
- Worked in a team of 4 to implement a game within 48 hours. I contributed all the art assets and helped with coding.
- The game was developed in Unity and C#.

### **Pasta Water - Video Game**

- Pasta Water is a first person survival multiplayer game actively developed in my spare time.
- Worked by myself as a developer, composer and artist.
- The game is developed using Unreal Engine and C++.

### **Upskill - Web Application**

- 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.

### **Oat Milk - Web Application**

- Oat Milk is a Dungeons and Dragons multi-utility helper tool that allows people to manage character sheets and campaigns in the cloud.
- Worked by myself to create a web application that prioritizes user security.
- The application was developed using React, .NET 5, and MongoDB.

## Interests and Activities

- Various instruments
- Game design
- Illustration
- Video game modding
- Cooking
- Reading