

# TERENCE QU

## SOFTWARE TEAM LEAD | SENIOR FULLSTACK ENGINEER

18 Moongalba St, Boondall • +61 489 282 879 • [terence@terencequ.com](mailto:terence@terencequ.com)  
[terencequ.com](http://terencequ.com)

---

### SUMMARY

Results-driven Software Team Lead and Senior Full-Stack Engineer with proven experience in designing web applications to last for years, and for large customer bases. Loves everything to do with code, tinkering with personal projects for both web and game development during spare time.

---

### WORK EXPERIENCE

Tidy International | Software Team Lead/Senior Software Engineer May 2022 - Present

- Led and owned development for new greenfield project for clinic management - listed officially on the **Xero Marketplace**.
- Led complete rewrite of legacy systems into more scalable, modular **.NET C# microservice architecture** hosted using **Azure** and **Kubernetes**.
- Led major refactoring and rewrite of frontend code into reusable **Angular** libraries for internal company use.
- Sole principal architect within the company, providing input for all technical decisions.
- Designed all schemas for the above mentioned microservices using **SQL Server**.
- Sole developer of the company's more advanced features, including but not limited to **custom form builder capabilities** and the company's own **custom scripting language**.
- Maintainer of legacy **.NET Framework** systems that are used by all customers of our company.
- **Cut all cloud hosting costs by 25%** for the company through refactoring and general mass cleanup of unused cloud resources.

Tidy International | Software Engineer Sep 2020 - May 2022

- Began as an intern and progressed to full-time engineer within six months.
  - Obtained valuable experience from a variety of mentors and hands-on visits to customer work sites.
  - Shadowed both frontend and backend software engineers to learn and reinforce skills in modern web technologies.
- 

### PERSONAL PROJECTS

Ratatoskr - Video Game, YouTube series

- Solo-developed action roguelike game documented via YouTube and blog.
  - Designed and built all the game's systems, art, and audio.
  - Developed using **Unity** and **C#**.
  - Devlog: [www.youtube.com/@codemuncher](https://www.youtube.com/@codemuncher)
- 

### EDUCATION

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

- Graduated: 2022