

# Pengxu Chen

+61 0475771083 | chen514564011@gmail.com  
Brisbane  
www.linkedin.com/in/viachen

## PERSONAL SUMMARY

Master's graduate in Business Information Systems from the University of Queensland, with a solid foundation in IT and specialized skills in Software Information Systems. Experienced in web development and data analytics, including a data analyst internship at Mobalytics, where I applied machine learning and data visualization techniques to predict cryptocurrency trends. Known for bridging business insights with technical expertise, I am well-prepared to contribute to data-driven decision-making and system optimization.

## EDUCATION

**University of Queensland** QS Top100 Feb 2023 - Nov 2024  
Business Faculty, Master of Information system Brisbane

Developed a comprehensive understanding of business and information systems integration, focusing on data-driven decision-making, digital transformation, and system optimization. Gained hands-on experience in business analysis, database management, and information systems strategy, which further enhanced my ability to bridge the gap between technical solutions and business needs.

GPA: 6.00/7.00

**University of Queensland** QS Top100 Feb 2020 - Feb 2023  
Information Technology, Bachelor of Software Information systems Brisbane

Highly educated Programmer, with more than 2 years of experience. Effective troubleshooter, great frontend and backend skills. Extensive understanding of Java development. Developed multiple mature projects.

Winner of 'Best Software Project', Innovation Showcase 2022, University of Queensland

## PROFESSIONAL EXPERIENCE

**Mobalytics** Nov 2022 - Feb 2023  
Data analyst Internship Los Angeles (Remote)

Conducted in-depth data analysis focusing on Web 3 and the Metaverse to provide insights into user behavior and engagement. Utilized machine learning models and data visualization techniques to forecast trends in cryptocurrency, aiding in strategic decision-making. Collaborated closely with development teams to translate analytical findings into actionable improvements for product features, enhancing user experience and engagement.

**AKA studio** Feb 2024 - Jun 2024  
Technical leader (School placement) Brisbane

Led the technical aspects of a team project aimed at enhancing the AI 360 Marketer platform by adding a Drag-and-Drop Menu Creation feature for restaurant owners. In this role, I provided technical explanations to clients and supported my team in implementing solutions. This feature allowed users to create seasonal menus, promote daily specials, and automate social media marketing campaigns. My responsibilities included understanding restaurant industry challenges, researching social media marketing, proposing design features, crafting a value proposition, and suggesting a pricing model. Delivered comprehensive presentations and conceptual designs to illustrate the proposed feature's functionality.

## PROJECT EXPERIENCE

**Cloud computing --- deployment for a PHP web** Jul 2022 - Nov 2022  
Programmer Brisbane

Deployment for a full-stack PHP web by using Google Cloud computing platform. The PHP web is fully functional, with login, registration, user profile, cookies, AJAX, Search box autocompletion, Writing comments/reviews, Third-party API integration, Basic file uploading, Web Security, Online Payment Integration, Email Verification, Shopping Cart/Wishlist/Calendar, etc.

Use git to download the project

Link: <https://github.com/viachen1/infos3208.git>

**Steal Your Brain**

Jul 2022 - Nov 2022

Programmer

Brisbane

The project, named "Steal Your Brain," is a website designed to provide coaching and educational resources for new employees in various organizations, with a primary focus on the chemical industry. Throughout the development phase, I played a dual role as a designer and a front-end programmer. I initiated the project by delivering a low-fidelity prototype of the website, which served as a foundation for subsequent iterations leading to a medium-fidelity prototype. My contributions to the front-end design included establishing the site's layout and foundational style elements.

**Atlantis Sinks**

Feb 2022 - Jun 2022

Programmer

Brisbane

Java Developer

The game "Sink in Atlantis", created by Studio 2 is an RPG-style game in which the player can combat enemies, get inventory, and talk to NPC. The abundant crafting system and inventory system made a successful game. The NPC system also made players understand the game background is sufficient and makes the game more interactive.

'Best Software Project', Innovation Showcase 2022, University of Queensland

Download Link: <https://github.com/UQdeco2800/2022-studio-2.git>

**Prototype design**

Feb 2022 - Jun 2022

Prototype Designer

Brisbane

A prototype designed for a nursing home suits aging people and provides excellent service to aging people, also making the next generation feel safe.

Prototype link:

<https://xd.adobe.com/view/ce8e15ba-77cf-42c8-a0d0-59e254b03aa8-9bdd/>

Business model canvas link:

[https://miro.com/app/board/uXjVOEhJKxk=/?share\\_link\\_id=911693645335](https://miro.com/app/board/uXjVOEhJKxk=/?share_link_id=911693645335)

**Digital Transformation Hackathon Project**

Jul 2023 - Nov 2023

Team leader

Brisbane

Led a team in exploring a digital transformation strategy for Australia's vacant housing market. Defined project scope and directed in-depth discussions on implementing viable digital solutions. Applied technical expertise to devise strategic approaches, including conducting market research, analyzing data, and estimating cost and profitability. This project showcased my leadership and analytical skills, as well as my ability to develop actionable strategies aligned with market needs.

View the project report by this link:

[https://drive.google.com/file/d/1iQCdaE5-tmWO\\_BFmfUfl9Fh1O8FCU0Es/view?usp=drive\\_link](https://drive.google.com/file/d/1iQCdaE5-tmWO_BFmfUfl9Fh1O8FCU0Es/view?usp=drive_link)

**BPMN**

Jul 2023 - Nov 2023

Team Member

Brisbane

Analyzed and redesigned a core business process for ABIL, using BPMN (Business Process Model and Notation) to map and visualize the current "as-is" process. Conducted research to identify improvement opportunities and designed an optimized "to-be" process. This project involved strategic process discovery, limited Q&A with process owners, and documented assumptions to ensure comprehensive process enhancement recommendations.

View this project report by this link:

[https://drive.google.com/file/d/1xQ2LPydb1WYTQms68el49Fc1jd6on2sw/view?usp=drive\\_link](https://drive.google.com/file/d/1xQ2LPydb1WYTQms68el49Fc1jd6on2sw/view?usp=drive_link)

**Machine learning**

Jul 2023 - Nov 2023

Programmer

Brisbane

Utilized Jupyter Notebook and Python to perform data cleaning and predictive modeling. Applied decision tree and random forest algorithms to train models on refined datasets, focusing on generating accurate predictions and conducting thorough accuracy analysis. This project honed my skills in data preprocessing and advanced machine learning techniques, reinforcing my ability to handle complex data-driven tasks and evaluate model performance.

**SKILLS, CERTIFICATIONS & OTHERS**

- **Skills:** Coding Languages: html5css3javascript, MySQL, Java, Python, PHP Version Control: Git Programming frame: Django, CodeIgniter, spring-boot, Professional skills: cloud computing, Linux, BPMN, Business Analysis Professional Software: Unity, Adobe Illustrator, Prototype Design(Adobe XD, inVision, Mendix), Visual Studio, PostgreSQL, Signavio, Microsoft office, SSIS, Matlab
- **Languages:** Mandarin, English