

Eddy Shao

SOFTWARE ENGINEER · COMPUTER SCIENCE MAJOR · UNIVERSITY OF SYDNEY

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Education

University of Sydney

BACHELOR OF ADVANCED COMPUTING

- Computer Science Major, Psychology Minor

Sydney, AU

Feb. 2020 - Nov. 2024

Work Experience

Allette Systems

SOFTWARE ENGINEER INTERN

- Maintained, improved and updated **Java** and **Kotlin** backend services to meet new client requirements
- Updated and created new **XSL** transformations to modernise user reports
- Performed manual testing of **Vue** frontend applications, and tested **REST APIs** with **Postman**
- Deployed software releases to **Kubernetes** Clusters with Rancher and Kubectl
- Used **GitLab** for version control

Sydney, AU

Jul. 2022 - Dec. 2022

Projects

shao.lol

WEB APPLICATION

- Created a **React** webapp to track the match history and in-game stats, details of my personal League of Legends accounts
- Created custom **components** and styled with **vanilla CSS** to display data
- Deployed to a DigitalOcean droplet, running on an **NGINX** webserver where requests are forwarded to the Riot Games API
- Created for personal use, with plans to expand to the public

 Github

 Website

Riot Service

BACKEND SERVICE

- Created a backend service which interacts with Riot's APIs to return data to client applications, powered by a **Rust** webserver connected to a **PostgreSQL** database

Gromp

DISCORD BOT

- Created a multipurpose League of Legends Discord bot in **Python** which aims to provide users with accurate information about live game data, player profiles, champions and spells
- Utilises the discord.py **Python** library to authenticate the bot and create user accessible commands and **Riot Service** to fetch data
- Used **Next.js** and **Tailwind CSS** to write and style the website
- Deployed the bot to a VPS and website to **Vercel**
- Created as current solutions investigated have functionality to be desired

 Github

 Website

Hao.works

PORTFOLIO WEBSITE

- Created a portfolio website for a friend to display his architecture portfolio and contact information using **Next.js**, styled with **vanilla CSS**
- Deployed to **Vercel**

 Github

 Website

Cinema Booking System

UNIVERSITY PROJECT

- Developed a **Java** command-line cinema booking system within a SCRUM team
- Held daily **SCRUM** meets and weekly sprint reviews
- Utilised **Gradle** for build automation, **Jenkins** for CI/CD integration, **GitHub** for version control and **JUnit** for unit testing

Pacman Clone

UNIVERSITY PROJECT

- Developed a Pacman Clone with **Java** using the Processing library
- Utilised **JUnit** for unit testing
- Cemented **OOP** foundations

Skills

Languages Python, Java, Kotlin, JavaScript, SQL

Web HTML, CSS, React, Next.js, Flask, REST API, PostgreSQL, XSLT, XML