

Sophie Son

✉ sophiesbson@gmail.com ☎ 0401 051 984 🌐 in/sophie-son 🌐 www.sophieson.com

SUMMARY

Highly motivated and performance-driven software developer with a degree in Computer Science from the University of Melbourne. Eager to secure a challenging position with a forward-thinking organisation, where I can leverage my problem-solving abilities and communication skills to build innovative solutions that positively impact communities.

EXPERIENCE

Software Developer

Conserve It - Daikin Australia

October 2023 - Present, Melbourne

- Duties and Responsibilities
- Completed backend training in the Niagara framework and effectively applied acquired knowledge to implement backend functionality and classes for the commercial release of 'PlantPRO', an HVAC Plant room optimisation software.
- Implemented regression testing utilising Selenium to ascertain if **updates** or modifications introduced any new defects to existing functions. Scripts were then deployed on Jenkins for automation.
- Contributed to software documentation **updates**, project planning, and issue tracking during the development **process**.
- Languages and Tools
- **Java**, Niagara Framework, Gradle, TestNG, Selenium, Jenkins, ReactJS, **Javascript**, JQuery, SCSS, Jasmine, Testing library, Bitbucket, Confluence, Jira, Zephyr and Figma

Software Developer Intern

Conserve It - Daikin Australia

April 2023 - September 2023, Melbourne

- Developed the commercial release of 'PlantPRO', an HVAC Plant room optimisation software, as a development team member.
- Utilised testing libraries to conduct comprehensive testing of front-end components, ensuring high-quality, responsive, and bug-free applications within the agile development setting. Additionally, participated in release testing, contributing to stable and **reliable** product releases.
- Conducted **code reviews**, collaborating with team members to ensure **code** quality and adherence to best practices.

Volunteer

Grad Girls - Vic ICT For Women

January 2024 - Present, Melbourne

- Collaborated with key stakeholders to organise and execute various tech events, including social gatherings, career fairs, and sponsor workshops.
- Assisted in the planning and logistics of diverse tech events, ensuring timely setup and smooth operations.

PROJECTS

Car Racing Game Development - Unity with C# and HLSL

<https://github.com/sson22/car-racing-game>

- Collaborative Unity Project for Graphics and Interactions Course, leveraging C# and HLSL for implementation.
- Led graphics and shader development, spearheading research and parameterization of non-trivial shaders, including ToonShader and Holographic shaders for narrative coherence.

Customer Management System - Java Springboot

<https://github.com/sson22/springboot-crm>

- Created a Customer Relationship Management system utilising HTML, Bootstrap, **Java**, Spring Boot, JPA, and H2 database.
- Implemented essential **features**, enabling users to access and manage customer information through creation, deletion, and editing functionalities.

Portfolio Project: Personal Website

www.sophieson.com

- Created a dynamic portfolio website hosted on **AWS S3**, featuring **JavaScript-driven** functionalities.
- Implemented responsive **design** and content **updates** for optimal user engagement and experience.

EDUCATION

Bachelor of Science in Computing and Software Systems

The University of Melbourne · Australia · 2022

SKILLS

Back End: **Java**, Spring Boot, **OpenGL**, Python, C#, Go, NodeJS

Front End: HTML, CSS, SCSS, **JavaScript**, TypeScript, ReactJS, NextJS, GraphQL

Management and **Design** Tools: Confluence, Jira, Trello, Bitbucket, Figma, Adobe XD

Interests: coffee, cafe hopping, **graphic design**, traveling, yoga, meditation