Julia (Jie) Yun

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EMPLOYMENT

Software Engineer (full stack)
IMOS • Full-time   Jan 2023 – Now, Hobart, TAS

Data Management System for the GBR - A fit-for-purpose data management system that manages all the datasets about the Great Barrier Reef for informed decision making about the reef.

- Responsible for the design, implementation and maintenance of the metadata subsystem of the DMS. (STAC, Python, FastAPI, Django, PostgreSQL, Vue, Auth0, Flux)

- Responsible for the design, implementation and maintenance of the metadata automated pipelines to automate metadata harvest, manipulation and ingestion. (Argo Workflow, Flux, containerization, secrets management)

- Provide solutions on managing and using the AWS cloud resources to meet business needs. (Terraform, AWS IAM, S3, ECR, RDS)

- Contribute to the CI/CD pipelines and practices. (Github Actions, Dependabot, Argo Workflow)

Software Developer (full stack)
Pitt&Sherry • Full-time   Jun 2021 – Dec 2022, Hobart, TAS

AssetAsyst - An asset inventory, maintenance and inspection management system specialising in road, bridge, culvert, pathway assets. Full stack developer of a team of three, responsible for development and maintenance of the website and mobile version (Android) of AssetAsyst. (C#, Blazor, .NET, Xamarin, Azure Storage, Azure Functions, SQL Server, Github Actions)

Structural Health Monitoring pilot project - A project to monitor heavy vehicles traffic flow on a bridge. Responsible for feasibility study, hardware selection, training data preparation, model training, field testing, uploading detected snapshots to the cloud. (Python, Machine Learning, TensorFlow, Jetson Nano, Object Detection, Google Cloud)

Financial reporting tool - Developer of a financial invoice formatting tool for internal use. (Python)

Research Assistant
University of Tasmania • Casual   Nov 2020 - Jan 2021, Hobart, TAS

Brain-controlled Agent Playing Games in Unity – A Human-Agent Interaction System where a human controls agent's movements in game playing on Unity3D platform through a Bluetooth connected 14-channel brainwave headset (Emotiv). Live EEG signals were pre-processed and fed into a trained deep learning model to predict human moving intentions. This work was published on AAMAS 2021 conference (paper). Responsible for data pre-processing, visualisation of EEG signals, model training, testing, video preparation for conference submission. (Python, Pandas, CNN, Keras, scikit-learn, Matplotlib)

Senior Android Developer
PandaTV • Full-time   Oct 2016 - Sep 2017, Beijing, China

PandaLive - A video live streaming app for video games and other genres. Involved in the evaluation, design and refactoring of the client side and streamer-side apps on Android platform for better streaming performance. (Java)

Android Engineer
Rush • Full-time   Mar 2016 - Sep 2016, Beijing, China

Rush.im - A mobile mail app supporting different email accounts including Gmail, iCloud, Exchange, QQ and live chat feature between email accounts. Responsible for the integration of different email accounts, contact management, picture processing and settings modules. (Java)

Android Developer
Wandou Labs • Full-time   Apr 2014 - Jan 2016, Beijing, China

Wandoujia - One of Chinese mainstream Android app stores. Was responsible for the implementation of disk and memory clean-up, Wi-fi squatting features on Wandoujia app. (Java)

SnapLock - A smart screen lock app which offers helpful and intelligent information to users, based on time, user's location, similar to GoogleNow. Was responsible for the implementation and maintenance of smart pop-up notifications, schedule reminder, layout adjusting and taxi ordering though accessibility service of Android phones. (Java)

Software Engineer (Android)
Dabanniu • Full-time   Jul 2013 - Mar 2014, Beijing, China

Dabanniu - A hairstyle changing App enabling changing hairstyles on users' head photos. Was responsible for the Android-side implementation of functional modules including account management, social media sharing, picture cache framework, hair dyeing and hairstylist profile page. (Java)

Software Engineer (Android)
Renren.com • Full-time   Jul 2012 - May 2013, Beijing, China

MeiMei - A picture-based SNS App, like Instagram. Was responsible for the code design and implementation of account, feed-uploading, friends and settings modules on Android platform. (Java)

EDUCATION

Master of Information Technology and Systems

University of Tasmania • Tasmania, Australia   Jul 2019- Jul 2021

- GPA: 6.63/7, courses: Artificial Intelligence, Software Application Design and Implementation (C#), ICT Systems Administration, Web Development, etc.

- Research project: Attention-based Deep Reinforcement Learning for Autonomous Driving Safety. (Python)

- Casual academic tutor: Programming Preparation (Python)

Bachelor of Software Engineering

Nankai University • Tianjin, China   Sep 2008- Jun 2012

- Recipient of National Scholarship

- Courses: C, C++, C#, Data Structure and Algorithms, Operating System, Oracle, etc.

ADDITIONAL INFORMATION

Language: English (proficient), Mandarin (native)

Driving License: Australian full license

Working Rights: unlimited (Australian permanent resident)

References available on request