

Chenhao Feng

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EDUCATION

Master of Software Engineering

Feb 2024 - Present

The University of Melbourne

- Developing a specialized focus in Artificial Intelligence and Distributed Computing, and initiating research projects to explore innovative solutions
- handling large-scale, real-world software design and development projects

Bachelor of Science

Feb 2021 - Dec 2023

The University of Melbourne

- Major in Computing and Software Systems

RELEVANT EXPERIENCE

IT Project – Recording ([GitHub Link](#))

Jul 2023 - Nov 2023

Engineering & IT, School

- Initiated web application for C-LARA platform, enhancing recording creation
- Collaborated within a team of 5 people, including 2 front-end and 3 back-end developers, utilizing the Agile framework to construct a user-centric website with responsive design
- Devised dynamic user interfaces using React with TypeScript, focusing on revamping component reusability and maintainability. Took the initiative to leverage Material-UI, creating 5+ custom UI components and increasing application interactivity
- Spearheaded the integration of advanced user authentication technologies, such as the REST framework and JSON Web Token (JWT), ensuring secure, token-based user authentication
- Ensured seamless data transmission between front-end and back-end by utilizing AXIOS, maintaining the independence of both parts of the application
- Utilized a diverse tech stack, including React, TypeScript, Django, Elephant Database, AXIOS API, and Material-UI, to achieve project goals effectively

TECHNICAL SKILLS

- Proficient in C, Java, Python, software requirements analysis and management, ensuring alignment between client needs and development goals
- Experienced in React, Remix framework, JavaScript and TypeScript language, Chakra-UI and Material-UI styled-components, continuously revamping UI/UX, RDB, AWS Service
- Proficient in version control, collaboration tools, IDEs, and Agile methodologies

RELEVANT PROJECT WORK

Distributed Shared White Board ([GitHub Link](#))

Apr 2024 - May 2024

Distributed System - Engineering & IT, School

- Built a server-centric architecture with one server, one manager, and multiple users
- Centralized management and synchronization of information through the server, improving system manageability and data integrity
- Utilized Java RMI for remote method invocation between different JVMs
- Implemented three remote objects: canvas, client, and server to supervise user interactions and updates
- Constructed classes for GUI components using Java Swing, including ToolBar, DrawPanel, and ChatBox
- Developed two executables, CreateWhiteBoard.jar and JoinWhiteBoard.jar, for initializing the server and client connections respectively
- Implemented GUI features such as tool selection, color selection, chat functionality, and user list display
- Implemented real-time updates and synchronization of user actions on the whiteboard