

Peter (Li-Sung) Ou

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EDUCATION

The University of Queensland

Bachelor of Information Technology/ Business Management Major in Software Design and Marketing

2020 – 2024

Brisbane

PROJECTS

Portfolio

- Designed and developed a responsive personal portfolio website using latest web technologies.
- Integrated Resend to handle form requests, enabling efficient and secure email processing by industry standards.
- Tech Stack: Next.js, React, TypeScript, Tailwind CSS, Shadcn, Resend, Zod

Blotz Task

- Built reusable front-end components in React, optimizing code reusability and integrated APIs to fetch and display user-generated data.
- Responsible for building API endpoints with .NET8.
- Actively participated in Agile practices, contributing to standup meetings, sprint planning, spec reviews, PR reviews and collaborative iteration of features to support efficient and responsive project progression.
- Managed source control and repository workflows using Git and GitHub.
- Tech Stack: .NET8, C#, SQL server, Next.js, React, TypeScript, Tailwind CSS, Shadcn

OgCiSum

- Used React to design and style the UI in Web and android mobile devices.
- Implemented state management hooks to store fetched data and set up reactivity through hooks that update based on state changes, ensuring data synchronisation with minimal manual input.
- Developed a cross-platform mobile app for location-based music sharing, ensuring seamless user experience across web and Android platforms.
- Tech Stack: JavaScript, React Web, React Native, Android Studio

SKILLS

Front-end: JavaScript(ES6), TypeScript, Next.js, React, HTML5, CSS, Tailwind CSS

Back-end: C#, .NET8, Java, Node.js, SQL Server, MongoDB, Linux

Tooling: Git, GitHub, Jira, Slack

Methodologies: RESTful API, OOP, SDLC, TDD, Agile/Scrum, Operating Systems and Computer Network

EXPERIENCE

The University of Queensland

ICTE Volunteer

Oct. 2019 – Feb. 2020

Brisbane

- Coordinated and managed 10+ campus events, including cultural activities and language workshops, improving engagement by 20%.
- Mentored 50+ international students, helping them getting involved in the campus life and improving their confidence in conversational English by organising weekly meetups.

AWARDS

- **Best Software Project**, Innovation Showcase 2022, University of Queensland
 - Collaborated in a Scrum team to design and develop the rogue-lite game “Atlantis Sinks” using Java.
 - Led the inventory team as a Scrum master, designed and implemented data structures and features for diverse game objects, aligning with other project feature teams.
- **Best User Experience Design and Project with the Most Commercial Potential**, Innovation Showcase 2023, University of Queensland
 - Contributed to an agile team to design and develop the wearable device “Sprout” using Arduino, React, Python, and JavaScript.
 - Engineered the front-end interface and implemented data-parsing functionalities, ensuring seamless communication between the device and user interface