

# Audrey Felicio Anwar

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## Education

### National University of Singapore

YEAR 4 UNDERGRADUATE STUDENT, COMPUTER SCIENCE (HONOURS) WITH A MINOR IN MATHEMATICS

Singapore

Aug 2019 - Present

- Current CAP: 4.72 out of 5.
- Focus areas: Algorithms & Theory, Parallel Computing.

## Work Experiences

### Dynamic Technology Lab

Singapore

C++ DEVELOPER INTERN

May 2022 - Present

- Developed Refinitiv Robust Foundation API (RFA) market data feed handler using modern C++20 with latency and performance optimizations, improved more than 50 traders' efficiency through automated data collection, parsing, and filtering.
- Developed custom WebSocket client through UNIX Socket APIs to receive market feed from Coinbase API using modern C++20 with latency and performance optimizations for high-frequency trading, beating Boost Beast library in latency by a few milliseconds on average.

### ByteDance

Singapore

FRONTEND ENGINEER INTERN

May 2021 - Jul 2021

- Developed features, UI/UX enhancements, and critical bug fixes for an internal machine learning iteration platform that is used by more than 100 engineers, improving the platform's usability, user experience, and range of features.
- Developed an internal website to query and display video information and metadata from internal databases with a comparison view between multiple sources, improving workflow and efficiency of more than 100 engineers that used the data for model training and debugging.

### National University of Singapore

Singapore

UNDERGRADUATE TEACHING ASSISTANT

Aug 2020 - Present

- Conducted weekly tutorial or lab sessions, enhanced students' understanding of lecture materials through tutorial or lab questions, and graded students' assignments.
- Modules taught: CS1231S Discrete Structures, CS2030S Programming Methodology II, CS2040S/C Data Structures and Algorithms, CS2103T Software Engineering, CS3230 Design and Analysis of Algorithms.
- Placed on honour list of student tutors for AY2020/2021 and achieved on average 4.6 out of 5 rating on teaching feedback conducted at the end of the semester.

## Projects

### Who's Who? (<https://whoswho-official.netlify.app/>)

SOFTWARE ENGINEER

- Built a real-time multiplayer game that facilitates ice breaker activities using React, Node.js, and Socket.IO.
- Worked on the authentication feature, frontend components, styling, and gameplay phases implementation.

### NUS Scheduler (<https://nus-scheduler.netlify.app/>)

FULL STACK DEVELOPER

- Built a website using React.js and Django to help NUS Students schedule their timetable and plan events, especially NUS related events.
- Implemented features such as events scheduling and grouping, user authentication and customization, files and images upload, kanban task lists, NUSMods parser.

## Technical Skills

**Programming Languages** C++, C, JavaScript, TypeScript, Python, Java, Swift, Proto3, Solidity, SQL, Ruby.

**Software and Frameworks** Git, Docker, React, Redux, AngularJS, Rails, PostgreSQL, GNU/Linux, Bazel, Boost C++.

## Achievements & Awards

2021 **Contestant**, 2021 ICPC Asia Jakarta Regional Contest

Singapore (Online)

2019 **Top Quartile**, Simon Marais Mathematics Competition

Singapore