

Bernico Jansen Chandra

Software Engineer

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SUMMARY

UCSD Computer Science senior with a 3.967 GPA with experience in Full Stack Development and Distributed System. Passionate in building scalable and fault-tolerant software using technologies like Go, gRPC, and AWS. Proven track record from internships and projects. A self-driven problem solver passionate about applying software engineering, creative thinking, and adaptability to new technologies to solve real-world challenges.

EDUCATION

University of California – San Diego (UCSD)

SEPTEMBER 2022 – JUNE 2026 (EXPECTED)

- Bachelor of Science in Computer Science; GPA: 3.967 (Units finished: 126.00), Revelle College Provost Honor: 2022-25.
- Relevant Courseworks: Systems Networking, Operating System, Design and Analysis of Algorithms, Software Engineering.

Code2Career – Participant

OCTOBER 2025 – DECEMBER 2025

- Selected as one of 250 students from 2,100+ applicants for a 10 week mentorship with a Google Software Engineer.
- Collaborate with engineer to solve coding challenges to strengthen data structures, algorithms, and communication skills.

WORK EXPERIENCE

KPMG – IT Enabled Transformation Intern

JUNE 2024 – AUGUST 2024

- Assisted in a client-facing project as a business analyst with Salesforce, communicating with the developers.
- Worked in a team to debug ServiceNow pipelines using JavaScript: debugging a bug that hadn't been solved since the start of the project.
- Worked in a team to manage databases in SAP.

Kreatif Global – Software Engineer Intern

JULY 2023 – SEPTEMBER 2023

- Prototyped an OCR project utilizing Tesseract and the Python library PyTesseract to process invoices.
- Contributed in debugging a MariaDB database bug.

PROJECTS

AloAuto – Go-React Native Mobile App Startup

JUNE – SEPTEMBER 2025

- Full-stack distributed system development of gRPC backend microservices and React Native frontend that connects nearby workshops and vehicle owners in need.
- Consistent storages of profiles with address geocoding with Google Maps to accurately search nearby workshops.
- Rich, consistent, and secure ordering and workshop scheduling system for ease of use by both sides.
- Pub/Sub system across the microservices using Redis and WebSocket to have concurrent notification system.
- github.com/BernicoJC/AloAuto (Email me for access)

TritonTube – Go, gRPC, Consistent Hashing, AWS

MARCH – JUNE 2025

- HTTP web server using Go that allows uploading and viewing videos, stored in MPEG-DASH format; independent backend servers.
- Scalable content storage with consistent hashing to allow multiple load-balanced storage servers.
- Fault-tolerant metadata storage that uses RAFT system of multiple servers deployed in AWS.
- github.com/BernicoJC/tritontube-cse124 (Email me for access)

Additional Project: Portfolio Website (React, Flask, SQLite, Heroku) – personal site showcasing projects.

SKILLS

Programming Languages: Python, Java, JavaScript, C, C++, C#, Go, PostgreSQL, SQLite

General Software Skills: Algorithms, Data Structures, Linux, AWS, GCP, Redis, Bash, Operating System, Unit Testing

Backend Development: gRPC, Flask, IP aggregation, RESTful API and HTTP Server, Horizontal Scaling, Fault Tolerance

Full-Stack Development: React.js / React Native; CI/CD pipeline; Agile; Distributed Systems Design

Machine Learning: NumPy, PyTorch, Recommender System, Probabilistic Model