Samuel Henry Kurniawan

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Education

National University of Singapore _Singapore_
Bachelor of Science with Honours (Distinction) in Life Science _Jul. 2015 - Jul. 2019_

- Minor in Computer Science.
- Completed highly selective CS courses, CS3216 (Software Product Engineering for Digital Markets) and CS3217 (Software Engineering in Modern Application Platforms), where only around 30 students are accepted in the courses every year.

Skills

Familiar Python, Javascript, React, Django, Dart, Flutter, Git
Experienced Swift, HTML, CSS, JQuery, PHP, C++, D3.js

Experience

Seagroup (Previously known as Garena Online Pte. Ltd.) _Singapore_
Engineer, Backend _Jun. 2019 - Current_

- Develop and maintain web-based data visualization app that enabling metrics analysis for all Sea products that comprises of billions of data rows.
- Maintain web app for Finance department to update parameters used for revenue statistics for all Sea products and regions.
- Mainly using Python (Django) and Javascript (React)

Autowealth _Singapore_
Web Application Developer Intern _May. 2018 - Jan. 2019_

- Developed web application using HTML/CSS/Javascript (including usage of D3.js and JQuery) for Frontend and PHP for Backend.
- Revamped and refactored the company's website to make it run more efficiently and to remove potential bugs.
- Worked on the development of onboarding module for new clients to help the company onboard the new clients.
- Worked on the development of client module for thousands of clients in order to help them to observe and analyze their investment portfolios.

Projects

Alfred: Boardgame Companion
Mobile Developer _Oct. 2019 - Current_

- In a team of two, developed and launched an boardgame utility-companion app using Dart (Flutter).
- Constantly improving and extending the app with new features and games companion.
- Available on PlayStore: (https://play.google.com/store/apps/details?id=lambdaworks.alfredbg).

Gooreat Restaurant
iOS Developer _Mar. 2019 - Apr. 2019_

- In a team of four, developed a restaurant-themed cooperative game for iOS using Swift (SpriteKit), where players need to cook orders within the time limit in a spaceship.
- Contributed to the implementation of the game models, logic, and interaction between objects.
- Won first prize in 14th SoC Terms Project Showcase for CS3217 Final Project.
- Gameplay video: (https://www.youtube.com/watch?v=Etk6JAhrhsA).

Awards

2018	**Joint 20th Place**, ICPC Singapore Regional Contest	_Singapore_
2018	**Joint 20th Place**, ICPC Jakarta Regional Contest	_Jakarta, Indonesia_
2014	**Gold Medal**, 25th International Biology Olympiad	_Bali, Indonesia_

Extracurricular Activity

National University of Singapore _Singapore_
Tutor _Jan. 2018 - May. 2019_

- Tutored in total of around 50 students for Programming Methodology in Python.
- Responsibilities including in-class teaching, consultation, assignment grading, and exam invigilating.
- Placed on the Honor List of Student Tutors for Excellence in Teaching (AY 2018/2019).