

FELICIA JOSEPHINE

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EDUCATION

BINA NUSANTARA UNIVERSITY

Bachelor of Computer Science

Major in Computer Science; Minors in Software Engineering

Cumulative GPA: 3.72/4.0

Relevant Coursework: Algorithm and Programming, Object Oriented Programming, Data Structure, Pattern Software Design

Tangerang, Banten

Aug 2023 - expected 2027

IPEKA PALEMBANG

Completed Senior High School (SMA) at IPEKA Palembang with a final grade of 91.01/100.

Palembang, Sumatera Selatan

2020 - 2023

Participated in National Science Competition (KSN), Chemistry, representing school at the regional level.

SKILLS

Technical Skills: C, Java, Next.js, React, JavaScript, HTML/CSS, SQL, Python.

Tools: Figma, Git/Github, Visual Studio Code.

ORGANIZATION EXPERIENCE

BNCC (BINA NUSANTARA COMPUTER CLUB)

2023

- Participated in training course focused on UI/UX design principles and user workflows using Figma.

UREEKA BINUS, SOFTWARE DEVELOPMENT COMMUNITY

March 2025 - Present

- Participated in training sessions on web application development, focusing on Next.js.
- Participated in training sessions on Artificial Intelligence (AI), learned practical AI development using tools such as Streamlit, prompt engineering techniques, and advanced AI settings (e.g., temperature, top-K, top-P).
- Won 2nd place in the final project training phase, showcasing applied design and prototyping.
- Participated in GEMATIK IoT and Embedded System training series.

SAMSUNG INNOVATION CAMPUS (SIC), BATCH 7

Agustus 2025 - September 2025

- Completed stage 1: Python programming & problem solving as part of structured training program.
- Gained foundational knowledge in AI, IoT, and software engineering practice.

UNIVERSITY PROJECTS

ATAPRINO

Juli 2025

- Created a proposal and system design for Ataprino, a smart IoT-based roof system.
- Built functional simulation using Wokwi with light and rain sensors integrated with an ESP32 microcontroller and an app design using figma.
- Designed the system to promote energy efficiency and user convenience through automated real-time roof control.
- Submitted the project as part of the GEMASTIK XVIII/2025 IoT and Embedded System competition.

ZENROUTE

Juni 2025

- Built a travel itinerary web application using next.js with firebase authentication for user login and registration.
- Implemented features including itinerary planning, drag-and-drop functionality to rearrange plans easily, and interactive maps to visualize trips.

TRACKELING

Feb 2024 - Jun 2024

- UI/UX project for mobile application in 5-person team using HTML/CSS, JavaScript in 3-day hackathon
- Enabled users to be recommended movies based on 50+ data points; awarded most innovative project by Google engineer

CAteriNgz

Mar 2024 – Jun 2024

- Created as part of Human Computer Interaction (HCI) coursework, focusing on usability and user-centered design.
- Designed the website prototype using figma and developed the website using HTML/CSS and Javascript for a food-catering business.

ACTIVITIES

SAMSUNG INNOVATION CAMPUS (SIC), BATCH 7

Agustus 2025 - September 2025

- Completed stage 1: Python programming & problem solving as part of structured training program.
- Gained foundational knowledge in AI, IoT, and software engineering practice.

GEMASTIK IOT AND EMBEDDED SYSTEM

Juli 2025

- Participated in training sessions on IoT fundamentals, including Wokwi simulation, sensors, and coding basics.
- Developed a proposal with our IoT solution idea, designed and tested system architecture using Wokwi simulator.
- Progressed through selection round, though not advanced to finals.

VOLUNTEER EXPERIENCES

VOLUNTEER SOCIALIZATION SDG'S 14 : LIFE BELOW WATER AT MUARA ANGKE

2024

- Conducted a 2-hour field research and observation.
- Interviewed 4 local respondents, as in fishermen and vendors.
- Analyzed different community perceptions regarding pollution sources.
- Proposed solutions as such, stricter waste disposal, regular cleanup, and public education.

AKU ANAK JUJUR, VOLUNTEER SOCIALIZATION ABOUT ANTI CORRUPTION AT SMA TARAKANITA, GADING SERPONG

2023

- Designed proposal, presentation materials, and interactive games.
- Presented to Grade 12 students, opening discussions on honesty and integrity.
- Led a quiz session with rewards to encourage participation.