**FELICIA JOSEPHINE**

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**EDUCATION**

**BINA NUSANTARA UNIVERSITY** Tangerang, Banten

Bachelor of Computer Science Aug 2023 - expected 2027

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, Network Security, Agile Methodologies

**IPEKA PALEMBANG** Palembang, Sumatera Selatan

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

* Completed a training course focused on UI/UX design principles and user workflows using Figma.

**UREEKA BINUS, SOFTWARE DEVELOPMENT COMMUNITY** March 2025 - Present

* Completed training sessions on web application development, focusing on Next.js.
* Completed 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.

**UNIVERSITY PROJECTS**

**ATAPRINO** Juli 2025

* Created a proposal and system design for Ataprino, a smart IoT-based roof system.
* Built functional simulation using Wokwi and an application 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

* Developed a mobile web application with HTML/CSS and Javascript, a street food delivery app.
* Designed and developed to helps users find, order, and get food from nearby street vendors.

**CAteriNgz** Mar 2024 – Jun 2024

* Created as part of Human Computer Interaction (HCI) coursework, focusing on usability and user-centered design.
* Designed the website 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.
* 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.