HANSA HALIM

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⚙ Technical Skills

Languages:
• C • C++ • Golang • HTML • CSS
• SQL • Scheme • ActionScript

Technologies & Frameworks:
• REST API • MySQL • Git • Postman
• AJAX • jQuery • JSON • UNIX •
Android Studio • Vim
• DrRacket • Bootstrap • Visual Studio
• Photoshop

🏅 Achievements

MLH StarterHacks 2019 Hackathon Winner for Best Internet of Things award.

Computer Science Award for being the top student in our high school.

President's Scholarship by the University of Waterloo.

📘 Activities & Interests

Ambassador Representative for the Faculty of Mathematics in Fall 2017.

President of the Indonesian Students' Association at the University of Waterloo for Fall 2018.

Skiing and Aviation Enthusiast.

🎓 Education

University of Waterloo Bachelor of Mathematics (2017 - 2021)

EXPERIENCE

SOFTWARE ENGINEER INTERN
TOKOPEDIA | MAY 2019 - AUGUST 2019

- Revamped Credit Card product to include dynamic data processing which allows our Business team to dynamically add new Banks, Promotions, and Credit Cards.
- Improved internal data processing for Insurance product which results in more efficient data processing and lesser payload for backend.
- Created an API to automate the creation and query of insurance policies with our parter companies.
- Created a data tracking API to track user activities and save user information annonymously.
- Collaborated in a Scrum Agile team to implement and improve various products in our Fin-tech division.

PROJECTS

FLUENT.ID
FRONTEND ENGINEER | JUNE 2019 - PRESENT

- Fluent is an anonymous platform which allows people to practice English via peer to peer voice calls.
- Created various pages such as profile, review, report, call details, and more using React and NextJS.
- Researched WebRTC functionality and usability for our Android app.
- Implemented Analytics system to track unique visitors to our website and mobile app.

REAL TIME MOBILE QUEUEING SYSTEM | JAVA, XML
LEAD DEVELOPER | JANUARY 2019 **VIEW**

- MLH Hackathon Award Winning Project that lets the user line up for a service without having to be physically present.
- Successfully integrated Google's Firebase Real Time Database to connect services and clients.
- Implemented the QR Code scanning and matching mechanism using the ZXing library.
- Led and collaborated in a team of 4 to critically think of solutions to numerous bugs and difficulties.

MULTIPLAYER STATIC TETRIS GAME | C++
SOFTWARE DEVELOPER | NOVEMBER 2018

- An Imitation of the well-known Tetris game with multiplayer functionality and special actions which makes the game competitive between two players.
- Implemented using Object-oriented Programming principles using the decorator, factory, and model-view controller design patterns.