

Aurelia Tan

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Driven final-year Computer Science student at The University of Melbourne, aspiring full-stack developer with a strong interest in user experience. Combining technical skills with practical experience in project management, leadership, and creative direction to deliver strategic results. Eager to contribute, learn, and grow within dynamic technological fields.

EDUCATION

The University of Melbourne, Australia

B.Sc. in Computing and Software Systems | WAM of 84.33%

February 2024 - December 2026

- Relevant coursework: Algorithms and Data Structures, Object Oriented Programming, Data Processing, Database Systems, Information Security and Privacy, Interaction Design, Calculus, Linear Algebra, Probability for Statistics

Jakarta International College, Indonesia

Monash University Foundation Year (MUFY) | Average of 89.63%

January 2023 - November 2023

WORK & ORGANIZATIONAL EXPERIENCE

Webmaster, External Relations Vice-Director

September 2025 - Present

Melbourne University Indonesian Students Association (MUISA), Australia

- Developed and managed various organizational websites to automate workflows and enhance digital presence
- Liaised with the Indonesian Consulate General, sponsors, and other external stakeholders
- Secured ~\$16,000 AUD in three months to support a local school in Indonesia, benefiting 180 students
- Hosted a socio-economic educational forum featuring high-profile Indonesian figures, engaging 300+ participants

Team Member

July 2025 - Present

THISBOWL FISHBOWL, Australia

- Prepared meals efficiently in a fast-paced environment while upholding strict food safety standards
- Resolved customer concerns by delivering effective solutions to maintain high satisfaction

Digital Strategy Intern

January 2025 - February 2025

Kawan Lama Group, Indonesia

- Configured automated, department-level dashboards integrating multiple data sources for real-time monitoring
- Assisted website optimization efforts through UX analysis, visual site-mapping, and wireframing
- Developed digital campaigns for product launches and CSR initiatives, informed by market insights

Project Manager for SETAPAK! 2024

September 2024 - December 2024

Melbourne University Indonesian Students Association (MUISA), Australia

- Secured ~\$20,000 AUD in three months to support a local school in Indonesia, benefiting 109 students
- Coordinated 16 volunteers in a three-day educational program covering multiple disciplines

TECHNICAL SKILLS

Languages: Python, JavaScript, Java, C, HTML/CSS, SQL

Technical Tools: Git, VS Code, IntelliJ, Django, React, Tailwind CSS, MySQL, Figma, Unity, Jupyter

PROJECTS

Event Registration Portal (Django, Python, JavaScript, HTML/CSS) - Developer

- Developed and deployed a Django portal to streamline event registration as well as ticketing via automated emails

Shadow Donkey Kong (2D Platform Game) - Developer

- Applied OOP in Java to develop a platformer with responsive player controls, game mechanics, and gravity physics

Overgrown (2D RPG Game, CISSAxGMC Game Jam) - Designer

- Designed art and UI assets as well as developed level layouts in Unity by managing prefabs and scene architecture

The Language of Deception (Data Essay) - Author

- Analyzed public datasets with Python, conducting text analysis and interpreting results through a social science lens