

EDUCATION

Universitas Indonesia
Bachelor in Computer Science
GPA: 3.67/4.00

Relevant Taken Courses: Data Structures and Algorithms, Artificial Intelligence, Database, Web Programming, Computer Networking, Data Science, Mobile Programming, Functional Programming, Cryptography

SKILLS

Languages : Python, Java, JavaScript, PHP, SQL, HTML, CSS, Perl, Haskell
Framework/Libraries : Django, React, Yii, Play, Hystrix, Android SDK
Tools : Git, Visual Studio Code, Atom, IntelliJ IDEA, Android Studio, Figma

WORK EXPERIENCES

Pusilkom - Software Engineer Intern (Backend)

Jan - Feb 2019

Pusilkom is the Center for Computer Science of Universitas Indonesia. It builds and maintains software products related to university information system.

- Add new features for an Enterprise University Information System to manage grades, schedules, and e-learning using PHP and the framework Yii.

OVO - Software Engineer Intern (Backend)

Jun - Aug 2019

PT. Visionet Internasional (OVO) is a multinational financial technology company leading Indonesian payments, rewards, and financial services platform.

- Build a Java HTTP-calls library from scratch which is used internally for the microservices to communicate. It has features like synchronous and asynchronous calling. It also implements a circuit breaker using Hystrix library.

ADDITIONAL EXPERIENCES

ConnectDot - Software Engineer (mainly Frontend), Designer

Feb - May 2019

A website application that helps middle-low society to find jobs. This is a team college project owned by IDGW.

- Build mockup using Figma, decide design guidelines, code frontend using React and backend using Django.

Calorie - Mobile Engineer

Sep - Dec 2019

An Android app which can be used to calculate BMI and help users to plan food menu daily according to their calories need. This is an individual college project.

- Build mockup using Figma and code using Java.

Mapping The Spread of Diseases in Indonesia - Thesis Project

Feb - Aug 2020

An automation process to map the spread of communicable diseases in Indonesia, including Covid-19, from news and tweets data using machine learning and rule-based approach. The map is then presented on a website and is available on bit.ly/peta-skripsi-zahra.

- Extract news and tweets data, clean them, perform a series of text classifications using machine learning, design rules to identify disease locations, and present them on a website using React framework.

ACHIEVEMENT

- Awardee of Bank Indonesia Scholarship 2018-2020