

Emma Denise Suganda

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Skills

Softwares/Frameworks: (*Proficient*) C, C++, Python, Java, Jira, GitHub, Agile. (*Familiar*) OpenGL, GLSL, SQL, Git, Unix, C#, JavaScript, HTML, CSS, ARM Assembly.

Soft Skills: Communication, Collaboration, Organising people, Discipline, Tenacity, Eager learner, Problem-solver, Taking initiative, Learning from mistakes, Team player

Languages: (*Native fluency*) English. (*Intermediate fluency*) Indonesian, Mandarin Chinese.

Career Goals

Short-term: To learn through trials and tribulations in a community of skilled individuals in order to expand the breadth of my skill and knowledge.

Long-term: To discover, deepen, and develop my niche and interests after trying a range of positions in order to work towards what I feel is right for me.

Education

BSc Hons Spec in Computer Science, Minor in Game Development

2021-2025

Western University

London, Ontario

- **Courses:** Data Structures & Algorithms, Software Tools & Systems Programming, Computer Organisation & Architecture, Databases, Programming Languages, Operating Systems, Machine Learning, Artificial Intelligence, Data science, Networks, Graphics, Testing and Quality Assurance, Game Programming, Game Design

Cambridge International Curriculum AS & A Levels

2010-2013, 2015-2021

Springfield School

Jakarta, Indonesia

- **Courses:** Mathematics, Physics, Chemistry, English Language

International Baccalaureate Primary Years Programme

2014-2015

Canadian International School of Hong Kong

Aberdeen, Hong Kong

Employment

Data Scientist, Intern

July 2024

Kalbe Farma: a pharmaceutical company with over 1 million outlets across 43 countries.

Jakarta, Indonesia

- Developed **automated web-scraping program** with **Selenium** and **Python**, targeting a public product database.
 - **Decreased processing time** by **scraping 636 data records** across **70 web pages**, and cross-referencing the scraped data with the company's database using a **fuzzy matching** library.
 - Applied and further studied web-scraping methods taught by my mentor such as JavaScript injections, sending POST requests, avoiding server timeouts, and implementing data recovery in the event of timeouts.
 - Strategised the most efficient scraping method and analysed the database's varying structure to sort the acquired data.
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Projects

Offshore Adventures: A VR marine biology simulation designed for aquariums and public installations.

- Worked in a team of 5 using **Agile workflows** with GitHub Projects, storyboards, UML diagrams, and Unity.
- Collaborated with a marine biology expert to brainstorm creative implementations of educationally accurate topics.
- Developed immersive minigames for young children: satellite tagging, eDNA puzzle, and BRUV deployment simulation.
- Implemented accessibility features, including captions for deaf users and intuitive gesture-based controls.
- Wrote a script with clear, simple, and engaging language to better instruct and reward younger users.

Sparrow Flight: A [website](#) for a collection of web-novels and webcomics for an international community.

- Built using **HTML**, **CSS**, and **JavaScript** using Visual Studio Code and drew image assets using Clip Studio Paint.

- Improved reading experience by including two methods to order stories, adding an automated navigation bar on each story page, and accommodating for mobile experience.
- Designed using Firebase for hosting, EmailOctopus for email subscriptions, and Disqus for a comment section.

Henry & Viola: Up the River

- Created a **local 2-person multiplayer 2D platformer game** using Unity's 2D render pipeline and C# with a partner.
- Brainstormed and implemented 4 unique mechanics for each of the 2 player characters, and 2 environment mechanics.
- Designed a game level with a puzzle to test game mechanics and multiplayer play on the same keyboard.
- Drew sprites with a partner using Clip Studio Paint and composed the background music using MuseScore.