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PROFILE

A hard-working computer science student with years of hands-on experience creating and testing applications for Android and iOS. Since high school, I have made many apps starting from the simplest to the most complex one, such as integrating multiple APIs to build a functional end-to-end app that impacts users positively.

My high school experiences leading a student council, a society and an event have enhanced my leadership, communication and time management skills. I have also participated in many olympiads in mathematics or informatics, which strengthen my critical thinking and problem-solving skills.

EDUCATION

University College London

BSc Computer Science (expected first-class)

London, UK

Sep 2021 - Jun 2024

- **Key Modules:** Algorithms, Object-Oriented Programming, Principle of Programming, Theory of Computation, Mathematics for Computer Scientists.

University of Warwick

International Foundation Programme - Computer Science Pathway

Coventry, UK

Sep 2020 - Jul 2021

- **Key Modules:** Pure Mathematics (A*), Statistics & Further Mathematics (A*), Computer Science (A*)

PROJECTS

'Hack-at-ICE' Hackathon - Serv

Oct 2022 - Oct 2022

GitHub Link: <https://github.com/blue4sky/serv>

- Collaboratively developed a full-stack website application to bridge the connection between service providers and vendors to MSMEs in Indonesia using **Next.js** and **Tailwind CSS**.
- Designed a user-friendly website by creating the wireframe of the website with **Figma** to make the development smoother.

'Edspert' Bootcamp - Educational Quiz App

May 2022 - Aug 2022

GitHub Link: <https://github.com/blue4sky/EducationApp>

- Independently built an educational app using **MVC Architecture** to support Indonesian high school students preparing for university entrance exams.
- Features include a built-in forum with sending text and photo functionality using **Cloud Firestore**, full-stack development with **Flutter**, push notifications for giving the latest information to students using **Firebase Cloud Messaging**, and integrated SSO Authentication.
- Completed MVP within 8 weeks and tested by fellow Bootcamp students with future plans of public deployment.

Tetris AI

Oct 2021 - Nov 2021

GitHub Link: <https://github.com/blue4sky/tetrisAI>

- Built an intelligent Tetris solver using AI heuristics in **Python** as part of the University's coursework.
- Implemented the **Genetic Algorithm** to keep winning rounds in clearing 1000 blocks in Tetris by optimising the number of complete lines and reducing the number of gaps.
- Calculated the optimal set of parameters for each heuristic to get the highest score.

ACHIEVEMENTS

- President of The Student Council in Junior High School (2016 - 2017)
- Vice President of The Japanese Club in Senior High School (2018 - 2019)
- Qualified for city-level in four National Mathematics Olympiads in Jakarta, Indonesia (2017-2019)
- Qualified for city-level in a National Informatics Olympiad in Jakarta, Indonesia (2019)
- Winner of city-wide Japanese language contest held by the Governor of Jakarta among 50+ candidates (2019)
- Finalist in the Indonesian Hackathon organised by the Young Indonesian Professionals' Association in the UK (2022)

SKILLS

- **Spoken Languages:** English and Indonesian.
- **Programming Languages:** Python, C, JavaScript, Dart (Flutter), Java, and Kotlin.