Tokyo, Japan   **C a e s a r   S t e f a n u s**   caesar.stefanus@gmail.com

Employment

| **Software Engineer (full-time)** | **Medallia Inc.** | **January 2022 - Now** |

- Collection server and storage. Developing Decibel (DXA), an analysis tool for costumer experience.
- C, C++, Go, NGINX, Docker, AWS (EC2, S3, DynamoDB), Redis, MongoDB, Prometheus, Grafana.

| **Software Engineer (full-time)** | **Kotozna Inc.** | **August 2021 - December 2021** |

- Backend API. Developed API for company's main product, a PWA for language translation tool. Python, MySQL.

| **Software Engineer (full-time)** | **PlayNext Lab Inc.** | **May 2020 - July 2021** |

- Full-stack. Developed SPA for LINE Smart City project. 60% front-end, 40% back-end.
- JavaScript (NodeJS, VueJS), Python, AWS (DynamoDB, S3, Lambda), LINE API.

| **Web Designer (part-time)** | **Cloud Ace Inc.** | **October 2019 - February 2020** |

- Designed website for company's Indonesian branch. HTML, CSS, JavaScript, Wordpress.

Education

| **Tokyo** | **Tokyo Institute of Technology** | **April 2016 - March 2020** |

- Bachelor Degree in Computer Science. Avg: 85/100 or 3.61/4.00.
- Undergraduate coursework: Algorithms; Programming Languages; Assembly; Machine Learning.
- Undergraduate final coursework. Murata Laboratory; Artificial Intelligence; Web Mining; Network Science.

| **Osaka** | **Osaka University** | **April 2015 - March 2016** |

- 1-year Japanese Language course.
- Also studied basic Mathematics and Science taught in Japanese.

Technical Experience

Projects

- **Improving Graph Neural Network** (2019 - 2020). Final undergraduate coursework to improve GNN: machine learning method to classify nodes from network data. Python, TensorFlow.
- **Machine Learning 101** (2018 - 2019). Simple Machine Learning applications such as Handwritten Number Recognition, House Price Prediction, Clothing Image Classification. Octave, Python, TensorFlow.
- **Calculator Compiler** (2017). Creating compiler using C to translate simple mathematic expression into Assembly code and calculate it. C, Assembly.
- **Solving Puzzles** (2017 - 2018). Solving classic puzzles (e.g. 8-puzzle, Tic-Tac-Toe) using A* search, pruning, and heuristics. C++.

Additional Experience and Awards

- **Programming Tutor (2018 - 2019):** Teaching Scratch programming for Elementary School kids.
- **Language Tutor (2017 - 2019):** Teaching English and Indonesian.
- **Scholarship Recipient (2015 - 2020):** Japanese government (MEXT) scholarship recipient.

Languages and Technologies

- **Work experience with**: JavaScript(Node, Vue), HTML/CSS, Python, NoSQL, MySQL, GraphQL, C, C++, Go.
- **Familiar with**: Java, TypeScript, C#, Swift, Ruby, React, Bash/Shell scripting.
- **Development tools**: Git, AWS(DynamoDB, S3, Lambda, AppSync), MongoDB, Redis, Apache Kafka, NGINX.

Additional Information

- **Nationality, Visa:** Indonesian, Japanese work visa until May 2026.
- **Language Skills:** English (C1-C2 Proficient), Japanese (B2-C1 Upper Intermediate), Indonesian (Native), Spanish (A1-A2 Beginner).
- **Language Certification:** TOEFL-iBT (111/120), TOEIC (985/990), Japanese N1.
- **Links, Projects, Competitive Programming:** LinkedIn GitHub Codeforces AtCoder Kaggle Website