

Cindy Falencia Irawan, Software Engineer

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Montreal, Canada, *Jan 2023 - May, 2023*

- Exchange Computer Science student for winter semester
- Relevant coursework: Problem Solving and Programming, Data Structures, Software Design, Operating System, and Database System

Hong Kong, *Aug 2021 - May, 2025*

- Bachelor of Science in Computer Science
- : 3.5/4.3
- : Artificial Intelligence and Machine Learning
- : Data Science, Machine Learning, and Software Engineering
- CityU Full Entrance Scholarship tenable for 4 years; Lee Shau Kau exchange scholarship; Dean's List of the College of Engineering; Top 10% in College of Engineering for four semesters in a row (HK Tech Tiger)

Hong Kong, *June 2024 - Aug 2024*

- Asset and Wealth Management - Portfolio Implementation team

Hong Kong, *September 2023 - May 2024*

- Develop and enhance Java code for the web-based systems
- Develop API for power users to build their own apps to integrate internal CRM
- Design, code, test, and debug software applications using industry-standard programming languages and best practices
- Contribute to the design and architecture of software systems to ensure scalability, performance, and security

Hong Kong, *June 2023 - Aug 2023*

- Worked on redesigning O2EZ's website with React.js, HTML, CSS, and Typescript
- Develop O2EZ's UI that is visually appealing, responsive, and easy to use by using Figma.
- Building server-side logic and APIs to handle requests from the front-end and user with EditorX and AWS Lambda.
- Deploying applications to production serves and manages continuous integration and deployment processes.

Hong Kong, *Aug 2022 - Dec 2022*

- Explained complex mathematical concepts in a clear and understandable manner, using a variety of teaching strategies
- Monitored student progress and provided regular feedback to help them identify areas for improvement

Jakarta, Indonesia, *Aug 2021 - May 2022*

- Improved the quality of SAT materials and the teaching learning process
- Analyzed the marketing and monetization strategy of mentoring, communication, and motivation platforms
- Arrange content for All-In Eduspace's social media
- Found related courses and materials for students or mentees at ALL-in Eduspace

Feb, 2023

- Developed a Caterpillar game using Java. Implemented game mechanics, graphics, and sound effects, and utilized data structures and algorithms for game logic.

Jan, 2023

- Designed and created the user interface for a recycling app using Figma. To ensure the interface was user-friendly and easy to navigate.

Dec, 2022

- Developed a calculator using JavaScript and web programming techniques. Implemented basic arithmetic functions and incorporated CSS for visual styling.

Nov, 2022

- Completed a web programming course where I designed and developed a website for Hong Kong Disneyland. Utilized HTML, CSS, and JavaScript for frontend development and integrated with a backend CMS for content management.

Nov, 2022

- Contributed to an open-source AI website called Justize, which aims to address issues of racism. Developed the website using React.js and designed the interface using Figma.

Fluent in English (IELTS: 7.5); Bahasa Indonesia (Native); Conversational in Chinese (HSK 3)

C/C++, Javascript, Python, Java

React.js, HTML5, CSS3, TailwindCSS, AWS, Express, Node.JS, npm, SASS, MongoDB, MySQL, PostgreSQL, Spring Boot, Laravel, REST Api

Vercel, Docker, PyTorch

JavaScript Algorithm and Data Structures by freeCodeCamp

AISEC Hong Kong; [TEDxYouth@Smakone]; [English Debate Society]; [Volunteer Work]

HKSTP Corporation: 1st Runner up Innovative Thinking Workshop & Idea Pitching

[PwC HackaDay 2023]; [JP Morgan Code For Good 2023]; [Cathay Hackathon]