

Edward Passagi

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EXPERIENCE

EPIC SYSTEMS

Software Engineer

Madison, WI
Mar 2023 – Jul 2025

- Designed and shipped a badge tap co-signature solution, reducing workflow time from 20 minutes to just 3 seconds; used by 42% of dental clients
- Led migration of a legacy Visual Basic application to React and C#, managing 2 supporting engineers and reducing response time by 55%, significantly improving performance and maintainability
- Executed large-scale code migration, optimizing maintenance workflows and improving stability for 68% of healthcare organization clients
- Maintained and enhanced core features of a high-volume ambulatory system (React + C#), ensuring stable performance and long-term scalability
- Facilitated agile rituals including scrum and weekly triage meetings to drive continuous improvement and unblock development progress
- Collaborated across multiple dev teams to ensure seamless integration with adjacent systems, including billing and scheduling services

FACEBOOK

Software Engineer Intern

Menlo Park, CA
May 2021 – Aug 2021

- Documented and proposed solutions for search failures
- Improved search result relevance for person + school search by 5x
- Implemented NLP changes to enhance person + company search relevance
- Fixed NLP related bugs resulting in 1.8% overall capacity saving

OY! INDONESIA

Software Engineer Intern

Jakarta, Indonesia
Jun 2020 – Aug 2020

- Implemented unit tests and integrity tests to ensure code quality
- Did live testing and deployment using CircleCI
- Utilized Kibana, Grafana, and Metabase for bug finding

TOKOPEDIA

Software Engineer Intern

Jakarta, Indonesia
Jun 2019 – Aug 2019

- Implemented Redis Caching to reduce traffic on commonly accessed data, reducing runtime by 2x
- Managed a team of Software Engineer interns for Q2 quarterly meeting presentation
- Administered Cart reset upon address change to prevent out-of-area order
- Implemented Account Type Detection to ease user sign-in process

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA - CHAMPAIGN, GRAINGER COLLEGE OF ENGINEERING

Master of Computer Science, Bachelor of Science in Computer Science (BS-MCS)

Champaign - Urbana, IL
Dec 2022
GPA: 3.80/4.00

- Finished graduate-level CS courses in Software Engineering and Artificial Intelligence
- Member of Association for Computing Machinery (ACM) – SIGAI
- Member of Tau Sigma National Honor Society

SKILLS

TECHNICAL: React, C#, .NET, Typescript, Python, Git

LANGUAGE: English and Bahasa Indonesia (Native or Bilingual proficiency)