

# EUNICO CORNELIUS

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## SKILLS

- **Programming:** Javascript, HTML/CSS, ReactJS, Redux, Python, React Native, PHP, Java, C#, ASP.net, VueJS, Quasar, Flutter, MongoDB, XML.
- **Software/Libraries:** Git, Bitbucket, Unity, Docker, Processwire, Android Studio, Xcode, Adobe Photoshop, Microsoft Office.
- **Packages:** Tensorflow, pandas, Keras, matplotlib, opencv, octave, scikit-learn, tesseract, Flask, JQuery, Cypress, D3JS, Werkzeug, Bcrypt, FlaskJWT.

## EDUCATION

**B.S. Information Technology:** Swiss German University, Alam Sutera, Indonesia August 2019

- Subjects: Artificial Intelligence, Software Engineering, Databases, OOP, Web Systems and Technology(GPA: 3.5/4.0).
- Publication: Purnama, James, Galinium, Maulahikmah, **Cornelius, Eunico**. (2019). *Development of Convolutional Recurrent Neural Network (CRNN) deep learning model for Indonesian optical character recognition back end web service*. Swiss German University.

**B.Eng. Engineering Management:** Fachhochschule Südwestfalen, Iserlohn, Germany August 2019

## PROFESSIONAL EXPERIENCE

**Labster ApS** - Educational Software January 2021 - Current

*Content Developer*

- Succeeded in boosting production efficiency by 300% using team coordination and agile methods using Jira (SCRUM and Kanban).
- Managed, developed and released into production more than 30 higher education simulations with topics in natural sciences including stereochemistry, synthesis of aspirin, melting point apparatus and more with accessibility friendly features via XML and Unity.
- Built reusable code templates and building blocks that are reusable developers to quickly implement for multiple other simulations.
- Fixed bugs, version controlled, and maintained on 20+ simulations that satisfy quality assured standards for production.

**Cognixy, Jakarta** - Software

June – September 2020

*Full Stack Developer*

- Developed in an agile environment team an Intelligent Attendance System that utilizes neural networks to detect human beings and their thermal signatures to prevent covid spread with Python (Flask), ZMQ, Redis, MySQL, Quasar and VueJS.
- Built attendance mailing system that envelops NN model above to notify employers of COVID symptomatic employees.
- Product bought by ShapesAI and used for COVID awareness in London, broadcasted on BBC. -- <https://www.shapes.ai>.
- Designed and developed UI for mailing system frontend.
- Integrated image recognition API into the mailing system interface.
- Developed E2E CI/CD workflow using bitbucket pipelines with Cypress for automation testing per container.
- Created D3JS dashboard that warns COVID risks in train stops for Indonesian Railway Company (KCI).

**PT. Inti Sinergi Teknologi, Jakarta** - Software

February – June 2019, May – July 2020

*Research Assistant / Software Developer*

- Developed an end-to-end machine-learning app using Python, Tensorflow, and Keras, converting physical photo IDs into digital text.
- Single Handedly built a self-developed CRNN neural network with an accuracy of 95% that is the central piece of the photo ID app.
- Created the web interface for the machine learning model in Flask / HTML enabling users to use the ML tool in real-time.
- Submitted a white paper with a team of three, containing technical findings of the neural network project.
- Built machine learning model that converts images of electricity meters (PLN) into digital form with 80% accuracy using 1 million+ self annotated image data.
- Built backend server REST API to serve the model above and company projects using MongoDB, Werkzeug, Bcrypt, and FlaskJWT.
- Conducted user load testing on docker swarm using locust and multiple docker containers with 6 nodes (1 manager, 5 workers).

**Seriotec GmbH, München, Germany** - Media/Film

March – August 2018

*Full-Stack Developer Intern*

- Built and optimized the front-end features for the company website using HTML/CSS, PHP, JS with Processwire -- <https://Yamdu.com>.
- Developed live news feed feature for the company, displaying recent news and other web-app information -- <https://Deinkinoticket.de>.
- Created and trained a chatbot in Facebook Messenger that allows customers to purchase cinema tickets via Facebook.

## PROJECTS

**Game-a-thon – Organizer and Designer of a Programming Contest** September 2016

- Organized a video game programming competition that was attended by 600+ high-schoolers from over 22 schools.
- Led game programming workshops for 100+ students using *Gamesalad* -- a game development tool for beginners.

**VR Exhibition**

October 2017

- Developed in Unity and C# a VR showroom app in a team of three, enabling users to build, customize, and view their dream car.

**Personal Projects**

April 2020

- Created React Native game (Expo) and created a developers forum using MERN stack development (MongoDB, Express, ReactJS, NodeJS).