

Felice Angie Chandra

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EDUCATION

Stony Brook University – Bachelor of Science in Computer Science May 2025

- **Relevant Coursework:** OOP, Data Structures, Algorithms, Pipelining, Statistics, Scripting, Software Security
- **Activities:** SBUHacks, Women in Computer Science (WiCS), HopperHacks

Shoreline Community College – Associate of Science in Computer Science June 2022

- **Awards:** Presidents List
- **Activities:** ESL, ISC

Citra Kasih High School

- **Awards:** Best booth in an entrepreneurship week event, 2nd winner of smartphone photography within the Citra Berkas Foundation, Good conduct award for excellent behavior, Integrity Award

SKILLS

Languages: Python | Java | C++ | C | Ruby | Ocaml | R | JavaScript | Swift | HTML | React | CSS | SQL

Frameworks: React | Node.js | Express.js | MongoDB | Tailwind CSS | Next.js | Pandas | TensorFlow | HuggingFace

Developer Tools: Git | VS Code | Vim | Linux | Snowflake | Jupyter notebooks

TECHNICAL EXPERIENCE

Memorial Sloan Kettering Cancer Center – Data Science and Analytics Intern June 2024 – August 2024

- Documented and verified the correctness of Snowflake OTD use cases, leveraging Python and SQL to ensure data accuracy and reliability in analytics workflows.
- Designed and implemented Python-based workflows for data transformation and de-identification, improving data privacy and compliance.
- Collaborated with cross-functional teams to create internal tools and dashboards, enabling non-technical stakeholders to interact with data pipelines.
- Contributed to front-end development for a skin cancer detection app using Figma for prototyping, which won first place in an intern hackathon.

Break Through Tech AI at Cornell Tech – AI Fellow May 2023 – June 2024

- Engaged in a 12-month program including Machine Learning coursework by Cornell University, experiential learning experiences, and mentorship from industry professionals.
- Collaborated in a team to deliver projects integrating data visualization and predictive modeling.

Generation Girl – Teaching Mentor October 2021 – December 2021

- Co-developed interactive programming resources to teach Swift, fostering computational thinking and problem-solving skills among high school students.

LEADERSHIP EXPERIENCE

Permas NYC - Media and Marketing Officer August 2023 – June 2024

- Proactive team contributor responsible for social media content creation, T-shirt design, and event coordination for the Indonesian Street Food Festival, Homecoming, and other events.

Indonesian Student Community - Head of Event Organizer February 2021 – June 2022

- Orchestrated a variety of events (including annual sports, welcoming week, cultural gatherings, and graduation ceremonies) for the Indonesian Student Community in Shoreline.
- Collaborated effectively with a diverse team of over 30 individuals.

- Successfully fundraised for ISC's largest event, KOPAJA, a nationwide sporting event for Indonesian students across the US, by selling over 350 units of diverse Indonesian dishes.
- Took part in BAJAJ 2022, Seattle's premier food bazaar, dedicated to 10 vendors and attended by a community of more than 2000 Indonesians from around Seattle.

ESL Lab Assistant & Facilitator

January 2021 - June 2021

- Wrote down the data of students who came and left the lab.
- Hosted the zoom and created breakout rooms for the ESL lab.
- Worked closely with professors as a teacher assistant to help tutor the ESL students in a breakout room.

PROJECTS

RealEstateGPT – React, Next.js, Python, Flask

Okada & Company Hackathon

July 2025

- An AI-driven real estate platform featuring multiple specialized conversational agents for property analysis and client consultation.
- Built with Next.js frontend and Flask backend, the system delivers real-time insights on nightlife, dining, area quality, pricing, and ROI, with persistent chat sessions and Google authentication.

Lifetime Financial Planner (LFP) – JavaScript, React, Node.js, Express, MongoDB, HTML, CSS, Figma

SBU: Software Engineering

January 2025 - June 2025

- Developed a web-based **Monte Carlo simulation** tool to model lifetime financial plans, incorporating investment strategies, retirement planning, and tax considerations.
- Implemented **probabilistic models** (e.g., **Geometric Brownian Motion**) to analyze financial market behavior and simulate long-term investment outcomes.
- Designed an intuitive **GUI** with interactive visualizations and **customizable charts** to support decision-making for users.
- Enabled flexible asset allocation, financial event modeling (e.g., marriage, home purchase), and tax impact assessment.
- Built features for **scenario comparison**, allowing users to evaluate different retirement ages, investment allocations, and account types.
- Developed a **secure, shareable financial planning system**, allowing users to save and share plans with family members or advisors.

Big Back Voyage – React, HTML/CSS, Express.js, API

HopperHacks

February 2025

- an AI-powered restaurant recommendation platform that tailors cuisine suggestions based on user preferences and location data.
- Engineered a weighted scoring algorithm to dynamically rank and recommend restaurants based on user input and real-time data such as the location within <10km to detect restaurants nearby.
- Built an interactive web application using React.js for the front end and Node.js/Express for the back end.

Phreddit – JavaScript, React, Node.js, Express, MongoDB, HTML, CSS

SBU: Software Development

August 2024 - December 2024

- Built a full-stack web application inspired by Reddit using React (front end), Node.js (server), and MongoDB (database), with JavaScript for seamless integration of both client and server.
- Optimized **RESTful API** endpoints to handle CRUD operations efficiently.
- Integrated bcrypt for secure user authentication and creating a user-friendly interface.

The Enigma Machine – Python

SBU: Software Security

September 2024

- Created a Python-based simulation of the Enigma Machine, implementing encryption techniques such as rotor settings and plugboard configurations.

Buzz Mania – Javascript, React, Tailwind, HTML/CSS

SBUHacks

February 2024

- Developed an interactive clicker game inspired by Cookie Clicker in a team of four, providing players with an engaging and addictive experience for relaxation or entertainment during leisure time.
- Utilized React framework and Tailwind CSS to create a responsive and dynamic user interface, ensuring seamless gameplay.

From Coffee Machine to Machine Learning – Python, Pandas, NumPy, Matplotlib, TensorFlow

Accenture

August 2023 - December 2023

- Designed a machine learning pipeline using Python libraries (Pandas, NumPy, Matplotlib) to optimize coffee shop attributes, such as location and menu items, based on customer preferences.
- Developed **3** Machine Learning models such as **Regression, NLP, and Classification models** to analyze coffee shop attributes (location, menu, marketing) using census data, Yelp reviews, and foot traffic insights.
- Conducted **sentiment analysis** on Yelp reviews to identify key factors influencing customer satisfaction and specialty menu item preferences.