

KARINA NATHALIE

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EDUCATION

The University of Hong Kong (HKU)

Hong Kong

Bachelor of Engineering

September 2022 - Present

- Latest GPA: 3.84 (First Class Honours)
- Activities and Societies: Student Ambassador, Shun Hing College Event Management Team
- Relevant Coursework: Python (ENGG1330), C++ (ENGG1340)
- Academic Honours: Belt and Road Scholarship Awardee (full tuition, renewable for all the years of study)

Santa Ursula Senior High School

Indonesia

High School Diploma (Natural Science)

June 2019 - June 2022

- Final Grade: 92.08/100.00
- Extracurricular: Basketball, Cinematography, Girl's Scout, Deutsch Club
- Academic Honours: 1st in class (32-34 students) and 4th in parallel class (140-142 students)

RELEVANT PROJECTS (see [Portfolio Website](#) for detail)

[NaVe \(NatuReverse\)](#)

June 2022

- A service platform focusing on creating a sustainable future by providing recycling initiatives in the form of an application, vending machine, and recycled products as plastic wastes management solutions and empowering the use of existing public transportation
- Conceptualized an interactive mock-up of a mobile app with Figma
- Arranged financial plan and framework for backend development
- Came third against more than 15 competitors in HackHERthon 2022 (Yayasan Generasi Maju Berkarya)

Artique

Nov 2022

- Developed a system that uses AI and Big Data to address the identified issues, aiming to maximize each user's clothing utilization while assisting in creating fashionable outfits
- Designed and implemented the mobile app user interface and the smart tablet's prototype with Figma
- Set up the technical aspect of our application, the internal system of the smart tablet, integration between the smart tablet and mobile app, and how users use the application

Bombs and Booster

Oct 2022

- A python-based board game inspired by a classic household game, Snakes and Ladders
- Make use of external libraries to produce colored output displays and animations
- Received an A+ for the grade in HKU Course (ENGG1330 Computer Programming 1).

Animated Hangman

Dec 2020

- Constructed a python code of the classic game "Hangman" with some ASCII Art for the intro
- Accomplished The Most Creative Project Award in Generation Girl Winter Camp Final Project 2020

LEADERSHIP AND SOCIAL EXPERIENCE

HABITAT FOR HUMANITY

Indonesia

Team Leader (Volunteer)

Jan 2021 - Jul 2021

GAMING FOR CHARITY: RESURRECT THE IMPERFECT is an online game competition to collect funds about Nusa Tenggara Timur's disaster (see [@gamingforcharity.id](https://gamingforcharity.id) for details)

- Raised more than IDR 23,6 Million (USD 1653) for Nusa Tenggara Timur's disaster relief, early recovery, and rehabilitation phases by supporting Habitat for Humanity Indonesia's Nusa Tenggara Timur programs.
- Amassed more than 215 people and 30 teams to compete and join the competition and giveaway.

LANGUAGES & SKILLS

- **Technical Skills:** Python, Web Programming (HTML, CSS, JavaScript), UI/UX Design (Figma), MS Office (Excel, PowerPoint, Word), Google's G Suite (Google Drive, Docs, Sheets, Forms, Gmail), [Google Data Analytics](#) (SQL, Tableau, R), C++
- **Languages:** Bahasa Indonesia (native or bilingual proficiency), English (full professional proficiency)