



RENALDY CHRISTIAN LEWA

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🌐 <https://mersceery.github.io/renaldylewa.github.io/>

🔗 <https://github.com/mersceery>

EDUCATION

Bachelor of Science in Informatik

Hochschule Darmstadt
2022 - Now (4th Semester)

Preparatory College (T-Kurs)

Leibniz Universität Hannover
2020-2021

SKILLS

Programming Languages: Java, C++, Python (Pandas), Javascript

Backend: Firebase, PHP

Frontend: HTML, CSS

Tools: Insomnia, Git, GitLab, GitHub, Docker, Android Studio, JetBrains IDE, VS/-Code, Qtcreator

LANGUAGE

English (C1)

German (C1)

Indonesian

EXPERIENCE

Mock Scrum in Software Engineering Module in a team of 4

Tech Stack: Python, Docker, Sonarqube, GitLab, Graylog

- Used CI/CD and Automated Pipelining for the project
- Found and fixed code smells and bugs
- Deployed project into 3 stages (commit, acceptance, release)
- Made Unit tests and Integration tests for the project

PROJECTS

○ October 2023 - October 2023

Epic Seven Web Scraper Discord Bot

Tech Stack: Insomnia, Python, Pandas, VScode

This Bot is made to help users win in Real Time Arena (PVP) by getting all the opponent stats before the match begins. A Discord Bot that queries all the user stats like "Most MVP Heroes", "Most Pre-Ban Heroes", "Most First Pick Heroes", "Most Common Pick Heroes".

- Scraped API from <https://epic7.gg.onstove.com/en/>
- Transform the API to Python Code using Insomnia
- Filter data from JSON using Python and Pandas
- Host the Bot on Discord for other user to use

○ April 2023 - July 2023

Rate My Professor Android App

Tech Stack: Java, Android Studio, XML

Rate My Professor is an Android App written purely with Java and XML for the user interface. This app is used to post comments and rate professors in their corresponding modules according to their "Klausur", "Vorlesung" and "Praktikum" rating.

- Implemented logic for the application workflow with Java
- Designed and implemented the user interface with XML

○ October 2022 - January 2023

Dungeon Crawler Game (Player and Zombies)

Tech Stack: C++, QT Creator

The Dungeon consists of a couple of levels and the user must reach the end goal while avoiding Zombies.

- The Game logic as well as the GUI were made purely using C++ on QT Creator
- Dijkstra's Algorithm was implemented for the Path Finding Algorithm for Zombies
- Game logic such as level changers, portals to another tile, ramps, walls, ladders were also implemented