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Richard Sulisthio

Software Engineer

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EDUCATION

Tsinghua University - Bachelor of Engineering (School of Software), Beijing, China

Sept 2018 - Jun 2022

- Top 2 University in People's Republic of China.
- Awarded 1-year partial Beijing Municipal Scholarship.
- **Relevant courses:** Software Engineering, Practical Programming with Python, Operating Systems, Computer Networks, Mobile development, Computer Graphics, Computer Architecture, Statistics, Introduction to Artificial Intelligence, Database Principles.

PROFESSIONAL SKILLS

Tools

React.js, Jest, Docker, Django, Git, Android SDK, \LaTeX , OpenCV, OpenGL, MySQL, MongoDB

Languages

JavaScript, TypeScript, HTML/CSS, C++, Python, Kotlin/Java

WORK EXPERIENCE

Software Engineer - Web Platform | Tokopedia

Sep 2022 - Dec 2022

- Implement new features, fix bugs based on requirements into the Tokopedia Ads system (TopAds) UI using ReactJS.
- Perform TypeScript conversion that helps reduce errors from code.
- Improve Unit Testing Coverage of different React components within the system. We expect the coverage to be above 80 percent.
- Review and perform smoke testing for peers in order to prevent unwanted errors.

Front-end Developer Intern | ACY Finance

Jul 2021 - Dec 2021

- Built the MARKET page of the company with ReactJS and GraphQL to show different commodity prices and trends over time.
- Performed many style changes to the company product in order to enhance customer experience.

Research Assistant | Tsinghua University School of Software

Mar 2021 - Aug 2021

- Reimplemented and optimized the Myocardial Contrast Echocardiography Quantification Algorithm using Python OpenCV and Computer Vision algorithms to visualize heart blood flow in an intuitive manner.

PROJECT EXPERIENCE

Final Year Project | Facial Texture Extraction from Video Sequence

Oct 2021 - Jun 2022

- Researched and developed a system with C++, OpenCV, OpenGL, and various Computer Vision and Graphics algorithms to perform high-quality texture extraction from facial image sequence.

Web Development | AniBrowser

Jun 2022

- Built a simple installable web anime browser using Next.js, with the AniList GraphQL API as the back end.
- Project link : <https://ani-browse.vercel.app/>.

App Development | Simple Landscape Renderer

Sept 2021 - Nov 2021

- Developed a simple 3D graphics renderer with C++ and OpenGL that can display 3D models with variable lighting and position, as well as movable camera.
- Project link : <https://github.com/metalboyrick/simple-landscape-renderer>.

App Development | LoaKampus

Jan 2021

- Contributed code for an application for handling second hand transactions for Indonesian University Students using Android SDK and Firebase.
- **Won 1st Place in Mandiri TechSetter 2021 Hackathon.**

ADDITIONAL INFORMATION

- Fluent in Indonesian (Native), English (Bilingual), and Mandarin Chinese (Professional).
- Keen interest in Basketball, contributed to the Tsinghua International Basketball Teams runner up in the Beijing Foreigners Basketball cup.
- Active member of Tsinghua University Indonesian Students Association (THUISA) from July 2019 to July 2020 as a Secretary. Involved in handling administration, as well as the organisation of various cultural events within or outside the school.