Michelle Angela Widjaja

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Technical Portfolio: michelleangela8.github.io

PERSONAL PROFILE

An enthusiastic Engineering Product Development undergraduate student at SUTD eager to contribute to team success through hard work, attention to detail, and excellent organizational skills. Motivated to learn, grow and excel in the Healthcare Engineering industry.

EDUCATION

Singapore University of Technology and Design   *September 2021 - Present*
- Bachelor of Engineering (Engineering Product Development)
- GPA 4.14/5.0
- Date of graduation: May 2025

Pohang University of Science and Technology   **Pohang, South Korea**
- Global Exchange Programme (GEXP)   *September 2023 - December 2023*
- Developed an IntelliJ IDE plugin using Java to visualize number of passed unit tests in a project utilizing pair programming and agile programming practices in 8 weeks

WORK EXPERIENCE

Sport Singapore   *February 2024 - August 2024*
Sport Technologist Intern
- Designed 7 multidisciplinary 3D prototypes using Solidworks and 3D printing, optimizing usability for athletic and physiological applications.
- Contributed to setting up 3D printing capabilities at the organisation by leading various 3D prototyping projects and authoring a comprehensive Standard Operating Procedure (SOP) to streamline 3D printing workflow and ensure consistency
- Gained proficiency in Unity in 2 months to facilitate seamless handover of 4 Virtual Reality (VR) Final Year Projects (FYPs) to the organisation

ACADEMIC PROJECTS

Pohang University of Science and Technology   **Pohang, South Korea**
Human-Robot Interface, Team Member   *September 2023 - December 2023*
- Developed a maze game with force feedback in 6 weeks, enhancing user immersion by simulating physical interactions with virtual obstacles in C++ using a 2-DOF haptic development device
- Integrated the virtual obstacles with a simple user interface in Python to allow for a more seamless user experience.

Singapore University of Technology and Design   **Singapore, Singapore**
Healthcare Product Design, Game Development Lead   *September 2024 - December 2024*
- Led the development of a sensor-integrated reminiscence therapy game in Unity to enhance cognitive well-being in dementia patients through interactive cooking simulations in 8 weeks.
- Developed interactive gameplay mechanics using C# scripting and Animations in Unity, enabling real-time user interactions with virtual kitchen tools and market environments.

CO-CURRICULAR ACTIVITIES

Dance DerivativeZ   **Singapore, Singapore**
Executive Committee, President   *June 2023 - May 2024*
- Led the overall direction, vision and goals of the club with 60 members, ensuring efficient operations and alignment with executive committee input.
- Monitored all club activities, successfully organizing 7 major events while ensuring smooth execution and alignment with club objectives

Springfield School Jakarta   **Jakarta, Indonesia**
Student Council, Vice President   *September 2018 - August 2019*
- Strengthened school community engagement by organizing and coordinating a variety of student-focused social events.
- Pioneered and institutionalised key events, including charity concerts, school-wide sports competitions and fundraising initiatives, now established as annual traditions.

ADDITIONAL INFORMATION

- **Technical Skills**: Proficient: Solidworks, Fusion360, Microsoft Office, Google Workspace, Unity); Basic: Java, C++, Python
- **Languages:** Fluent in English and Bahasa Indonesia; Conversational Proficiency in Korean and Chinese