MICHAEL SURIAWAN

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Work Experience

Copperleaf Technologies   Vancouver BC
Intermediate Software Engineer   February 2022 – Current
Junior Software Engineer   May 2021 – February 2022

- Promoted within a nine-month timeframe for exceeding goals & supporting company culture
- Built and maintained multiple features of *Copperleaf's Value* application as a full-stack engineer, while providing extensive test coverages for all new features
- Refactored parts of the codebase to improve both readability and performance of the code running the application
- Participated in code reviews with other engineers to make sure the quality of the code being merged are always maintained
- Collaborated with an Agile team of 8, while taking the role of a knowledge owner, responsible in grooming the requirements and details of any upcoming features
- Communicated with stakeholders to determine the best solution to our user's problem
- Involved in the hiring and interview process of future developers joining the team with other team members

Stack: Angular, NgRx, Spring Boot, Kotlin, C# .NET, Django, Python, PostgreSQL, Selenium

Copperleaf Technologies   Vancouver BC
Software Developer Co-op   January 2020 – September 2020

- Worked on multiple features and bug-fixing tasks for *Copperleaf's Predictive Analytics* team
- Developed new webpage with responsive web components and RESTful APIs that replaced the use of our spreadsheet importer, making the app more intuitive and easy to use
- Designed backend services that improved the app's storing and reporting engine by 8%
- Improved the application's test coverage by 35% through Selenium UI automation tests
- Leveraged Agile development modern tools such as Azure DevOps, Jira and Confluence

Stack: AngularJS, ASP.NET, C#, SQL, Selenium, Jenkins

Technical Projects

Twitter-Clone Social Media || Link || FE Repository & BE Repository

- Built a social media application where user could create, like and comment on posts with an active notification system
- Designed multiple RESTful APIs that handle login authentication, image uploads and user notifications
- Leveraged Material-UI to simplify the components creation of grids, cards and buttons
- Utilized Redux as the application's state management system

Stack: React, Redux, Material-UI, Firebase, Express, Node.js

Tetris || Link || Repository
- Developed a fully-functioning *Tetris* game for the web browser that gets progressively more difficult as the player proceed further into the game
- Applied React lifecycle hooks to determine *Tetris* pieces orientation and location moving downwards with time
- Implemented a horizontal line checker to see when and which *Tetris* pieces should be destroyed
- Experimented with styled-components package to write CSS inside the JavaScript file

Stack: React, HTML, CSS

Sudoku Solver || Link || Repository
- Created a web page that allows the user to submit a *Sudoku* question board and get the solution of that *Sudoku* board
- Utilized generative recursion and backtracking search approach for the solution-finding algorithm of the *Sudoku* solver
- Used Bootstrap to simplify the process of styling the question board and buttons

Stack: HTML, CSS, TypeScript, Bootstrap

Technical Skills

Frontend: Angular, AngularJS, NgRx, RxJs, React, Redux, HTML, CSS (SASS), Bootstrap

Backend: Spring Boot, .NET, ASP.NET, Firebase, Express, Django, PostgreSQL

Languages: C#, Java/Kotlin, JavaScript/TypeScript, Python, C, MATLAB, SQL

Others: Selenium, Docker, Jenkins, Git, GitHub

Education and Awards

The University of British Columbia
Bachelor of Applied Science – Degree with Distinction
Mechanical Engineering: 2016-2021
GPA: **80.1%**

The University of British Columbia
Faculty of Applied Science – 2019W Session
2019 Dean's Honour List

The University of British Columbia
Faculty of Applied Science – 2018W Session
2018 Dean's Honour List