Philip Elson Bunthara

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Results-driven student with experience in building scalable backend services, full-stack applications, and test automation frameworks. Proficient in Go, Java, and Python. Well-versed in agile methodologies, cloud platforms, containerization, and caching. Strong communication skills and a passion for problem-solving through impactful software solutions. Eager to continuously learn and adapt to new technologies.

Education

Binus University, Bachelor of Computer Science, GPA: 3.85 / 4.00 **Sep 2020 – Aug 2024**

Relevant Coursework: Algorithms and Data Structures, Artificial Intelligence, Code Refactoring, Computer Networks, Database Systems, Mobile/Android Development, Object-Oriented Programming, Operating Systems, Software Design Patterns, User Interface (UI) and User Experience (UX)

Experience

Mekari, Software Engineer Intern **May 2024 – Aug 2024**

- Working on RESTful APIs for backend services in the Inventory Team with Go

- Migrated key services from a monolithic Ruby on Rails application to a microservice architecture using native Go and Echo, enabling the system to scale and handle more concurrent users

- Built unit tests with Testify and Mockery, practicing TDD and maintaining above 85% code coverage

- Collaborated in pair programming sessions to troubleshoot and debug issues effectively

Blibli.com, Software Development Engineer in Test Intern **Feb 2023 – Feb 2024**

- Developed 8 test automation applications using Java Spring Boot for frontend and backend services in the Customer Service Squad, reducing manual testing efforts by over 5 hours each week

- Spearheaded the design and development of modular and reusable components, applying SOLID and clean code principles, reducing overall development time by 30%

- Automated and integrated over 80 UI and API tests into CI/CD pipelines, optimizing the shopping experience for over 30 million users in the Blibli Tiket ecosystem

- Led a codebase refactor to improve code quality and maintainability, resulting in a 40% increase in SonarQube coverage and a reduction in code redundancy

- Implemented Groovy scripts for parallel execution in Jenkins, improving runtime performance by 60%

Binus University, Scholarship Mentor **Mar 2022 – Feb 2023**

- Mentored 3 students in C programming, focusing on key data structures and algorithms

Binus English Club, Software Engineer **Mar 2021 – Feb 2023**

- Led a team of 6 to enhance the browsing experience of over 1000 users by introducing responsive design for the home page and implementing pagination to improve dashboard rendering efficiency

- Designed, developed, and deployed 2 full-stack web applications using Laravel, MySQL, Bootstrap, and jQuery, facilitating seamless registration processes and administrative functions for almost 2000 users

- Delivered a web development training program to 10 juniors, covering PHP, HTML, CSS, JS, Bootstrap, Laravel, jQuery, and version control, enabling them to build and launch 3 organization websites

Skills

- Languages: Go (Golang), Java, Python, PHP, C, Ruby, Groovy, HTML, CSS, JavaScript, SQL

- Frameworks and Libraries: Echo, Spring Boot, Laravel, Rails, Bootstrap, jQuery, JUnit, Swagger

- Developer Tools: Docker, Maven, Jenkins, Datadog, Kibana, Postman, Confluence, Bitbucket, Jira

- Databases and Technologies: MySQL (RDBMS), NoSQL (MongoDB, Redis), Apache Kafka, Git