

# Philip Elson Bunthara

Jakarta, Indonesia

[philipbunthara@gmail.com](mailto:philipbunthara@gmail.com) • [linkedin.com/in/philipbunthara](https://www.linkedin.com/in/philipbunthara) • [philipelsonn.github.io](https://github.com/philipelsonn)

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, microservices, 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

Sep 2020 – Aug 2024

Bachelor of Computer Science, GPA: 3.85 / 4.00

- 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)

## Skills

---

- Languages: Go (Golang), Java, Python, PHP, C, Ruby, Groovy, HTML, CSS, JavaScript, SQL
- Frameworks/Libraries: Echo, Spring Boot, Laravel, Rails, Bootstrap, jQuery, JUnit, Swagger (OpenAPI)
- Developer Tools: Docker, Maven, Jenkins, Datadog, Kibana, Postman, Confluence, Bitbucket, Jira
- Databases and Technologies: MySQL, NoSQL (MongoDB, Redis), Kafka, Git

## Experience

---

### Mekari, Software Engineer Intern

May 2024 – Aug 2024

- Working on backend services in the Inventory Team with Go
- Built RESTful APIs using Echo framework, adhering to best coding practices
- Developed comprehensive unit test, increasing test coverage and reliability
- Collaborated in pair programming sessions to troubleshoot and debug issues effectively

### Blibli.com, Software Development Engineer in Test Intern

Feb 2023 – Feb 2024

- Developed and managed 8 test automation applications using Java Spring Boot for frontend and backend services in the Customer Service Squad, reducing over 5 hours of manual testing efforts 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 test cases into Jenkins pipelines, enhancing CI/CD processes and 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 significant reduction in code redundancy
- Implemented Groovy scripts for parallel execution, improving runtime efficiency 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