Thea Olivia Yusuf

FREELANCE SOFTWARE DEVELOPER



Projects

- Monopoly Simulation (2015). A game board up to 4 players similar to Monopoly. C++.
- SmartATK (2016). A web-based application for managing office stationary inventory in a university.
 PHP; Laravel; SQL
- AquaAesthetic (2017): my Object-Oriented Programming coursework, creating an aquarium simulation. JUnit. Java; Java Swing; JUnit.
- Pamitran Electric e-Shop (start 2018): a web-based hometown-coverage mini e-commerce. Google Cloud

Work Experience

Rekruta.com, Software Engineer Intern

JUNE 2016 - AUGUST 2016

- Developed Rekruta chrome extension for easier managing recruitment. Javascript; JQuery; HTML; CSS; Node.js.
- Developed a search engine as a product feature, search by attributes for more organized and faster sorting list of recruitees. Sails.js; MongoDB; Polymer 1.0.

Freelance Software Developer

JANUARY 2018 -

- Continue developing SOPHIA, an NLP-based chatbot and now expanding to RAFFLES, a plugin to translate English-Bahasa and vice versa. Python; TensorFlow; SciKit. (SOPHIA started January 2018, RAFFLES started from May 2019)
- Developing "Pamitran e-Shop", an e-Commerce specialized in electronics. Python; Django; Google App Engine; Google Cloud SQL. (start December 2018)

Skills and Technologies

Python;MySQL;Git;

Java;PostgreSQL;GitHub;

MongoDB;Linux;

· OSX;

C;Node.is;Windows;

Go;
React.js;
Scrum.

Javascript;
RESTful API;

HTML;
Google Cloud Platform;

· Django;

Docker;CSS;

• Jenkins;

• PHP. • Android.

Additional Awards

- Top 20 Facebook Indonesia Developer Challenge (2017): Create Sophia, a NLPbased chatbot for counseling. Heroku; Node.js; Angular.js; Facebook Development Kit.
- Gemastik 7 finalist(2014): FindFamily is a location-based application to find missing person. lonic; JavaScript; Android.

Education

09/2011 - 04/2018

Bandung Institute of Technology

Bachelor of Science in Computer Science

Languages

English Bahasa