

# Thea Olivia Yusuf

Software/Data Engineer

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I am a data/software engineer from Indonesia but currently based in Stockholm, Sweden. Currently I am involved in migrating a monolith application of size in petabytes to microservices with Unity Technologies since late Summer 2022. Before I worked on data pipeline transformation with Klarna for 2 years and 6 months. Back then I have experience on various backend and even frontend projects which build my software design fundamentals.

## Experience

### Unity Technologies

Software Engineer

August 2022 -

- Reduce company cost by 50% by designing and migrating from monolith to micro service application written in **Go** utilising **MongoDB** including their **Atlas** service, deployed with **Docker** container inside **Kubernetes** and run on **Google Cloud Platform**.
- Reduce the vulnerabilities of project by participating in **threat modelling** session with the team and **implemented REST security recommendations from OWASP**, we were using **OWASP ZAP** for this one.

### Klarna

Data Engineer

June 2020 - July 2022

- Speeded up decisions with serve 4 variables in just 1 week by maintain and improve serving layer of Klarna data processing powerhouse written mainly in **Java**, consisted of **AWS Lambda** and **DynamoDB** ingestion, **Kafka** realtime ingestion and **RabbitMQ** that run upon **AWS EC2** which is containered by **Docker**
- Shortened pipeline processing time from 24 to 12 hours by decommissioned an old realtime database system and create new model result with **PostgreSQL** that executed with **Airflow** which send to **AWS Redshift**, carefully deployed with **Jenkins** and some **Ansible** script with some **Python3** automation scripts
- Increased stakeholder engagement by 30% and less onboarding time using **ReactJS** and some **GraphQL**
- Increased team productivity and data correctness by 20% by participate in on-call rotations to ensure quality of the pipeline service through monitoring with **Splunk**, **QlikSense** and **DataDog**
- Increased speed of market acquisition by 15% by **doing ETL job**

Software Engineer

January 2020 - June 2020

- Improved candidate acquisition amount from 10 to 20% of daily batch by designed and built an internal extension of **Lever**, a popular HR management software which is written in **Python3** with **Flask** framework containered with **Docker**
- Speeded up recruiters accountability from 1 month follow-up time gap to the slowest is 2 weeks by did ETL job of **Lever** external data and clean up internal data that is the result of the ETL job and stored in **AWS RDS**

### Freelance Software Developer

January 2018 - December 2019

- Acted as a software consultant for small to medium businesses
- Designed and implemented RESTful API using **Flask** which is written in **Python** server for a project which develop a coupon sharing social media web application, also orchestrate to deploy on cloud service which was **AWS EC2**

## Projects

**2023** **DuckStream**, <https://github.com/teaolivia/DuckStream>

A React-based WebOS TV app that can play videos that can be served in separate server. Currently ongoing.

**2019** **viral.in**, <https://github.com/teaolivia/viral.in> and <https://github.com/teaolivia/viralin-client>

One of freelancing project. An app which combined discount coupon and social media. Designed and implemented RESTful API with **Flask** and **ReactJS** for frontend. Containered with **Docker** which ran upon **AWS** stack.

## Accomplishment

**2021** Participant in Google Hash Code 2021

**2017** Participant in ACM-ICPC 2017 Regional Contest in Southeast Asia region

**2016** Selected as one of the finalists team in Facebook Indonesia Developer Challenge

## Education

### Bandung Institute of Technology

Bachelor of Science in Computer Science

September 2011 - April 2018

**Thesis** Malware Detection in Application Layer with Machine Learning Methods

**Courseworks** Algorithm and Data Structures, Object-Oriented Programming, Distributed and Parallel Systems, Databases, Machine Learning