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TURFA AULIARACHMAN

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EDUCATION

Bandung, Indonesia	Bandung Institute of Technology	August 2015 – (Expected) 2019

- Bachelor in Informatics Engineering.
- Awarded Computer Science Leaders Scholarship, having regular technical and leadership mentorship from various local startups.

EXPERIENCES

Software Engineer Intern	Vanitee, Singapore	December 2017 – January 2018

- Working on code migration from native Android and iOS to React Native.
- Improved data consuming time by up to 50%.
- Tech used: React Native.

Software Engineer Intern	Dekoruma, Indonesia	June 2017 – August 2017

- Optimized database load for every merchant report query.
- Improved after-checkout customer experience by giving them more control over their order.
- Improved the speed and responsiveness of customer feedback management by providing built-in bi-directional complain dashboard in the website.
- Made handling of unsatisfied customers more efficient by providing pre-made responses.
- Tech used: Python, React, Redis, PostgreSQL, Algolia.

ACHIEVEMENTS

International

35th Place at IEEE Xtreme 9.0 Programming Competition	2015

- Programming contest held by IEEE, participated by 2447 university teams from all around the world.

Bronze Medalist at Asia-Pasific Informatics Olympiad (APIO)	2015

- IOI-style programming competition, attended by high school students from Asia-Pasific and Australia.

National

Top 12 National Best Team at ACM ICPC Asia Pasific Regional Jakarta 2017	2017

- ICPC-style programming competiton, attended by university students from all over Indonesia and other Asia-Pasific countries.

Third Prize at Vocomfest Competitive Programming Competition	2017

- ICPC-style programming competiton, attended by university students from all over Indonesia.

Bronze Medalist at National Science Olympiad (OSN) in Informatics	2014

- IOI-style programming competiton, attended by high school students from all over Indonesia.

PROJECTS

Python, Flask	Tebakata Bot Game	2017

- Built a multiroom and multiplayer scramble word chat game running on top of Line@ account.
- Built a web application for conducting 1-on-1 chat with players.

React	Guess The Name	2016

- Developed a web-based game for guessing some friends' name from their photo and scrambled name.

PHP, CodeIgniter	Online Voting System	2014 – 2015

- Developed the front-end and back-end of an online voting web application used by two different schools.