Chelsea Ng
081281642192 | chelseang40@gmail.com | **Linkedin** | **Github** | https://gnlehc.github.io/
Jakarta, Indonesia

Education

BINUS University - Jakarta, Indonesia   *Jul 2022 - Present*
Bachelor Degree in Computer Science   *cGPA: 3.68*
Related Coursework: Algorithm & Programming, Data Structure, Database, Software Engineering.

Work Experience

Dattabot - Contract   *May 2024 - Oct 2024*
Data Research Intern
Contributed to research projects utilizing Neo4j technology to develop and implement traceability recording systems in palm oil plantations. This initiative focused on meeting export requirements while effectively managing and analyzing millions of data points.
- Developed and tested Proof of Concepts (POCs), resulting in a **75% improvement in execution performance** during User Acceptance Testing (UAT).
- Developed a graph-based transaction ledger and conducted research on algorithms for industry-specific needs.

Tech Stack: Python, Neo4J

IT Division Bina Nusantara - Contract   *March 2023 - Feb 2024*
Software Engineer
Contributed to Devbees, a platform dedicated to internal knowledge documentation, encompassing the technology stack and system design.
- Collaborated with cross-functional teams to implement business logic.
- Developed unit and integration test scripts with **80-90% coverage.**
- Developed permission request mechanisms that **increased cross-functional teams' productivity by 80%**, reducing request time from 3-5 working days to just 1 day.

Tech Stack: .NET, Flutter, Azure DevOps, MsSQL

Organizations

BINUS Computer Club
Learning and Training Staff   *Oct 2023 - Oct 2024*
- Developed a learning module for Flutter mobile development with Firebase which **increased division revenue by 20%.**

Flutter Mobile Development Speaker   *May 2024 - June 2024*
- Selected as Speaker at Flutter Mobile Development bootcamp
- Taught over **100+ participant**s and evaluated participants' projects.

Tech Stack: Flutter, GIT
Java Development Teacher   *Dec 2023 - May 2024*
- Conducted 13 sessions on OOP principles, including Abstraction, Encapsulation, Inheritance, and Polymorphism. Provided guidance in the development of a GUI application and evaluated student projects.
- **Awarded Best Mentor** among 30 mentors.

Tech Stack: Java, MySQL, GIT

Projects & Awards

GRAB AI. Destination Explorer - HackJakarta 2024| APP | AI
AI Destination Explorer is a generative AI-powered ride-hailing application that generates personalized recommendations based on user-provided descriptions.
- **Top 5 at HackJakarta** in the Digital Empowerment Track, competing against more than 260 teams.
- Developed a Generative AI system utilized OpenAI API.

Tech Stack: Python, Flutter, OpenAI API, Google Map API

Libeery App - Software Engineering Project | Project Link: API | APP
Libeery is a mobile app designed to simplify the process for students to efficiently reserve library sessions.
- Served as both Scrum Master and Developer.
- Designed and implemented the app's main functionalities, contributing to both back-end and front-end development.

Tech Stack: Golang, Flutter, GIT, Azure DevOps

Preform Mobile App - Imagine Cup Microsoft Competition 2024 | Project Link
Preform is an advanced AI-powered mobile app, designed to enhance your job search and interview preparation.
- Led the development team and contributed as a developer.
- Developed core features for AI interviewers using Deep Fake technology and speech recognition using OpenAI API.
- Deployed the service on Azure DevOps.

Tech Stack: Python, Flutter, GIT, Jira, OpenAI API, Azure DevOps