Felicia Agatha

agathaflc.github.io | github.com/agathaflc | linkedin.com/in/agathafelicia

EDUCATION

Hong Kong University of Science and Technology, Hong Kong   **Sep 2014 – Jun 2018**
Bachelor of Engineering, Computer Science   GPA: 3.6 out of 4.3
Minor in Entrepreneurship   Dean's List: 4 Semesters

Cornell University, College of Engineering, Ithaca, NY   **Aug 2016 – Dec 2016**
Exchange Student, Computer Science

PROFESSIONAL EXPERIENCE

Application Engineer, *Rakuten Inc.,* Tokyo, Japan   **Sep 2018 – Present**
- Develop and maintain APIs within a microservices ecosystem that search and perform availability checks for hotels, flights, and promotions in Rakuten Travel
- Build and maintain a synchronization pipeline from Oracle database to MongoDB using Kafka
- Mentor interns on enhancing code maintainability and developing new sales promotion features

Software Engineer Intern, *Lalamove,* Hong Kong   **Jul 2017 – Aug 2017, Jun 2016 – Aug 2016**
- Wrote unit tests and user interface tests on Lalamove Android app to keep codebase maintainable
- Worked on back-end side using PHP to implement a feature specific to certain service areas
- Worked in a team of 6 people to develop an application that smooths training process for Lalamove drivers
- Utilized libraries such as Retrofit, Realm, and Espresso in the development of an Android application

Project Member, Student Innovation for Global Health Technology, *HKUST*, Hong Kong   **Sep 2015 – May 2016**
- Developed ideas to solve logistics management problems in the treatment of diabetic retinopathy in Indonesia
- Worked in a team of 4 to prototype an Android app that analyzes a picture of a retina and detects the symptoms of diabetic retinopathy, and presented the prototypes to Helen Keller International representatives and professors

AWARDS & RECOGNITIONS

Best Final Year Project in Computer Science & Finalist for President's Cup 2018 (HKUST)
- Used Unity 3D with C# to build Facade, a dialogue-based computer game that incorporates the player's emotional state to affect the game's flow of events and atmosphere

Grace Hopper Scholar 2017
- Awarded conference and travel grant from Microsoft to attend the Grace Hopper Celebration 2017 in Orlando, Florida

3rd place for Transportation Theme – hackUST 2017
- Developed a real-time collaborative travel and transportation planning application in 24 hours

Alteryx - Most impactful use of Analytics for Good & Best Use of Pitney Bowes API – YHack 2016
- Built an Android app in 36 hours that informs users about unsafe situations around them

1st place for Bank of East Asia App for LifeStyle – hackUST 2016
- Created Moneybag, a personal financing app targeting millennials in 24 hours

Semi-Finalist for President's Cup 2016 (The Hong Kong University of Science and Technology)
- Designed and built a network of sensors intended to be placed throughout a certain region to give an early warning to humans of deadly environmental elements nearby

SPECIALIZED SKILLS

Programming skills:
- Proficient: Java, C++, C#, Python, Android, OCaml
- Know: C, JavaScript, HTML, PHP, Go

Languages: Indonesian (fluent); English (fluent); Japanese (elementary - JLPT N4); Mandarin (elementary)