

Chelsea Jennifer (Dominic) Irawan

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SUMMARY

Responsible, self-starter and motivated student ready to apply education in the workplace. Offers excellent technical abilities with software and applications, ability to handle challenging work, and excellent time management skills.

SKILLS

- Fluent in English, Indonesian
- Team Player
- Full Stack Development
- Application Development
- Mobile Application Development
- Software Architecture
- Leadership
- HTML, CSS, C#, Java, JavaScript, Flutter, Dart, Python, SQL, MySQL

EXPERIENCE

Consulate General of Indonesia, Vancouver, BC • Lead Application Developer

(07/2023) - Present

Pioneered the concept and design for the Self Reporting Application desired by the Government of Indonesia to ease the process of Indonesian's self-registration while abroad.

- Responsible for leading the development and collaborating with the design team of the application.
- Provide ongoing maintenance and application support and troubleshooting.
- Engineered and integrated the application using Flutter and Dart to connect the preferred cloud base platform to the application.
- Designed efficient database schemas to store data from the application.
- The focus is to enhance end-user experience by minimizing application errors (such as incorrect information, file submissions, etc.), to result in a significant improvement in turnaround time from 2 weeks to 1 day.
- Tested developed applications for functionality, performance, and scalability before deployment.

- Integrated third-party APIs into existing systems for improved functionalities.

Simon Fraser University (Academic Project), Surrey, BC • Project Manager & Game Developer

(09/2022) - (12/2022)

Managed and oversaw a group project developing a side-scrolling 2D shooter game, collaborating with the lead developer to ensure successful deployment. The game was nominated for the best game developed among the class.

- Responsible for leading the team to ensure milestone deadlines were met.
- Developed game mechanics and core gameplay features for a pc game.
- Implemented game logic using C# in the Unity2D engine. Tested and debugged code to ensure functionality met design requirements.
- Collaborated with other developers on game architecture, network protocols and optimization techniques.

Simon Fraser University (Academic Project), Surrey, BC • Web Developer

(02/2023) - (03/2023)

Co-led a prominent team in the development of a cutting-edge website specializing in the sale of exotic and rare plants, acknowledged as the premier site for its exceptional aesthetics, sophistication, and user-friendly interface.

- Responsible for designing and developing web applications using HTML, CSS, and JavaScript.
- Tested cross-browser compatibility for website and application in Chrome, Firefox, Safari, Opera, and Internet Explorer
- Designed database schemas to store user data securely.

Starbucks, North Vancouver • Shift Supervisor

(12-2022) - (02/2024)

Shift Supervisor at the Lonsdale Location with a strong focus on enhancing customer and team experience. Acknowledged for outstanding leadership, effective time management, and adept customer resolution abilities.

- Lead and supervise a team of 5 while on shift, fostering a cohesive and customer-focused environment.
- Assist with the management of the store operations by delegating tasks, ensuring prompt customer service, and maintaining a clean environment.
- Responsible for training new staff and providing ongoing coaching and mentoring.
- Responsible for cash management and balancing register as per Standard Operating Policies

EDUCATION AND CERTIFICATIONS

Simon Fraser University, Surrey • Bachelor of Science in School of Interactive Arts and Technology with Interactive System Concentration

April 2024