

# CHRISTOPHER ARDIWINATA

I am a senior computer science major on UNSW motivated a for real world experience in software and tech related industries

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## SKILLS

Html | CSS | JavaScript| Typescript | React | Git | Postman  
RESTful| C | Java | Python | Shell Script | Arduino C++  
AWS | GCP | CI/CD | YAML | Linux | Docker | Portainer | Virtualbox  
CompTia Network+ | Figma | PostgreSQL | SQL  
Full-Stack | OOP | Game Development | Arduino Development |

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## EDUCATION

Computer Science  
University of New South Wales | 2022 - 2024

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## EXPERIENCE

### Work Placement

**DATACOM** [Sydney Chatswood Sep-Nov 2023] (3 months)

1. Implemented double diamond framework and hierarchy principles to better create UI/UX navigation for elderly users
2. Design manual testing script and verify with user and project owner
3. Implemented secure data access for the web app, by separating data access point from sensitive patient healthcare data

Used: Figma, React, HTML, CSS, Js  
Reference can be given upon request

### CERTIFICATIONS

**AWS Cloud Practitioner**

**PROJECTS:** <https://github.com/ChristopherArdiwinata>

#### Hackathon

Created a mini data cloud platform using AWS SNS, AWS SQS, React, SCSS, bootstrap, typescript, mongodb, localstack, RESTful api. The mini data cloud is connected to a frontend where a user can store and retrieve their data privately or publicly. Frontend is designed with Figma then coded in React native. This project is similar to Google Drive

Used: Figma, AWS: SNS, SQS, React , SCSS, HTML, TSX, TS, MongoDB, RESTful.

#### Microsoft Team Clone

Created the backend code for a project where I created a replica of microsoft teams using RESTful api and typescript.

Used: TS, RESTful.

#### Git clone

Using shell script, I created a knock off version of git.(git commit, git push, etc)

Used: Linux Debian, ShellScript

#### Arduino Robot - Small Moving Crain

Using Arduino C++ I created a robot that has a claw and can move eggs safely without breaking them.

Used: Arduino Uno, Arduino C++

### **Legend of Zelda Knockoff**

Using Java Created an early 2000s game, legend of zelda knockoff, the game was two dimensional and I harnessed the use of design patterns such as the factory pattern, builder pattern, observer pattern and many more.

Used: Java

### **Fitness App**

Used figma to design the full frontend of a fitness app.

Used: Figma

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## **EXTRA BACKGROUND**

The Duke of Edinburgh International Award Bronze medal National Math Olympiad Indonesia Aged Care working Experience  
Accounting & Economics | Business decision making

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