

# Dhafin Fawwaz Ikramullah

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**Backend and Software Engineer** with extensive projects experience, **Internship as Software Engineer**, Computer Vision Engineer, **1st Place on GEMASTIK XVII**, Biggest Tech Competition against **206 Universities**, created motion library with over **600 Stars** on Github, **Head IT** at **2** organizations, a tutor, presentation speaker, **Lab Assistant**, and **Certified as the Most Outstanding** Informatics Engineering student in my major.

## EDUCATION

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**Bandung Institute of Technology** | Informatics Engineering | GPA : 3.75/4.00 | 7th Semester | **2022 - Present**

## EXPERIENCE

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### Software Engineer Internship at Flip

Dec 2025 - Present

- Built a system to send email for some bank transfer cases.
- Created internal API for creating, reading, updating, and canceling transfers.

### Software Engineer Internship at Laku6

June 2025 - Dec 2025

- Migrated **payment** system from OCBC to ACME with inhouse **A/B testing & flagging** library, modification & communication with **5 microservices** using **Go, gRPC, Kafka, PHP, Symfony 2, PostgreSQL, k9s, Docker**.
- Built features for missing phone model reporter integrated with **slack** notification, survey question system, fix duplicate imei bug, event workflow validation, forwarding gps location, and more using **Go, Gorm, gRPC**.
- Built features in **legacy system** for Singtel ordering flow such as SMS Scheduler with PHP, Symfony 2, Vonage.
- Created a **state machine** based tax invoice system with Mekari Klikpajak API using **Go, Gorm, gRPC, Kafka**.
- Built new UI and integrated feature with communication with iframe embedded website using **Next.js, React**.

### Programming Lab Assistant at ITB

July 2024 - Present

- Created projects and practicum, covering Algorithm & Data Structure, Object Oriented Programming, Web Dev, Mobile Dev. Competitive selection with only **12 of 75** accepted.

### Software Engineer at Memento

Jan 2025 - March 2025

- Developed photo booth app with **Video Editor** for the frame clip layout, **Payment Gateway**, Printer & Camera integration, with **Website, Backend Server & Database**, and **Gmail Notification** for payment reporting using **Tauri, Rust, Next.js, FFMPEG, Supabase, Vercel, Midtrans, Doku**.

### Computer Vision Engineer Internship at Rolling Glory

June 2024 - Sept 2024

- Developed a photo booth app for an advertising event with **Computer Vision** for **real time 3D video filters** like augmented overlaying accessories with **shader** based occlusion handling using Unity Engine.
- Developed physics based bubble popping web game with Phaser.js.
- Conducted research and development for various AI libraries like **MediaPipe, MMPose, Pytorch, Baracuda**.

### Game Programmer at FSRD ITB

June 2022 - Aug 2025

- Developed educational games collaborate with Digital Art Student for 8 Paid Projects using Unity Engine.

## ACHIEVEMENT

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### Most Outstanding Informatics Engineering Student

March 2025

- Based on best awards, organizational involvement, excellent grades among all informatics students of batch 2022.

### 1st Place GEMASTIK XVII Game Development

Sept 2024

- Biggest National Game Dev Competition by the Ministry of Education & Technology attended by **206 Universities**, solved SDG 4 & 8, and won **IDR 35.000.000**. Created Top Down & Resource Management Game.

### Finalist ITFest 2024 Web Development

Sept 2024

- Developed Web with **OCR** (Optical Character Recognition) on National Competition by Padjadjaran University.

## ORGANIZATION

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### Head IT at Arkavidia 10.0

Sept 2025 - Present

- Led 8 heads and 16 staffs of Frontend, Backend, UI/UX Designer for an IT competition & event website.
- Implemented and integrated secure API for submission with file upload and proper deadlock prevention, authentication with Google **OAuth** & email code verification, cron backup with **Minio, Postgres**, Google Drive
- Built type safe API with **Go, Gorm, Huma, OpenAPI, Next.js, HeyAPI, Tanstack Query, Zod, React Hook Form**.
- Setup **CI/CD** with **Github Action** for tests, lint checks, code coverage integrated with Sonarqube for static analysis and auto deploy to **Oracle Cloud VPS** using **Coolify** and **docker compose** utilizing internal network features for fast communication between server side frontend and backend.
- Integrated website with data analytics using google apps script on google spreadsheet.
- Setup, monitor, and maintain the website using **Grafana, Promtail, Loki, Prometheus**.

## Head IT at GIM Web Development

Jan 2025 - July 2025

- Led 25 staffs of Frontend, Backend, UI/UX, Visual Artist, Content Researcher, for organization's official Website
- Setup and integrate features with Next.js, Zod, Tanstack Query, HeyAPI, Playwright, Prisma, Supabase, Discord..
- Integrated Storyblok CMS with React and high speed on demand page revalidation without redeloys.

## Treasurer & External Relation at GIM JAM 2025

Dec 2024 - Feb 2025

- Managed Finance & do External Relation work to contact and coordinate the speaker for the awarding event.

## President of GIM Apprenticeship 2023

June 2023 - Feb 2024

- Led 30 people for GIM's new member selection process of 220 people in 6 months.
- Established and implemented new strategies, results in new members contributing to 4 major national level wins.

## PROJECTS

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### Wikipedia Race

[dhafinfawwaz.com/project/wikirace-solver](https://dhafinfawwaz.com/project/wikirace-solver)

- Wikipedia race solver with nodes visualization, **web scraping**, **multithreading** using BFS and IDS Algorithm.
- Technology: Go, Fiber, Redis, Docker, Vite, Pixi.js, Tailwind.

### Linkinpurry Social

[dhafinfawwaz.com/project/linkinpurry-social](https://dhafinfawwaz.com/project/linkinpurry-social)

- Social Media Website with **realtime chat**, database, **k6 load test**, OpenAPI docs with Swagger, etc.
- Technology: Socket.io, Hono.js, Docker, PostgreSQL, Redis, Swagger, k6, React, Tailwind, Typescript.

### AnimationUI

[dhafinfawwaz.com/project/animationui](https://dhafinfawwaz.com/project/animationui)

- Open source Motion/Tweening Library with Visual Editor for Unity Engine, **+600 stars** on Github. Made with reflection, complex data structure like hashmap of float to linked list, design patterns..
- Technology: Unity Engine, C#.

### Bezier Curve Generator

[dhafinfawwaz.com/project/bezier-curve-generator](https://dhafinfawwaz.com/project/bezier-curve-generator)

- Interactive Visualized & Animated Bezier Curve Generator Website with DnC & Brute Force Algorithm.
- Technology: Vite, Pixi.js, Tailwind, Javascript, Vercel.

### Shell Operating System

[dhafinfawwaz.com/project/oslahpokoknya](https://dhafinfawwaz.com/project/oslahpokoknya)

- Operating System written in C & Assembly with **File System**, Shell, **Multiprocessing**, Context switch, etc.
- Tech: C, Assembly, Qemu, Linux.

### Magic Cube Solver

[dhafinfawwaz.com/project/magic-cube-solver](https://dhafinfawwaz.com/project/magic-cube-solver)

- AI Algorithm like Genetic, Simulated Annealing, Stochastic Hill Climbing, etc. with 3D Animated Visualization.
- Technology: Three.js, Vite, Typescript, Chart.js, Tailwind, Vercel.

### Film Store

[dhafinfawwaz.com/project/film-store](https://dhafinfawwaz.com/project/film-store)

- Ecommerce website about buying film with **caching**, **database**, polling, **automated End to End testing**, etc.
- Technology: Django, Docker, PostgreSQL, Redis, Python, Playwright, Tailwind, Javascript.

### SiAbsen

[dhafinfawwaz.com/project/siabsen](https://dhafinfawwaz.com/project/siabsen)

- Notification bot website for student attendance presence with **Scheduler**, **Cron Job**, **Authentication**.
- Technology: Next.js, React, PostgreSQL, Inngest, Vercel, Firebase.

### Ocular

[dhafinfawwaz.com/project/ocular](https://dhafinfawwaz.com/project/ocular)

- Content-based Image Retrieval with web scraping, **multiprocessing**, backend server, and database.
- Technology: C, Next.js, Django, Tailwind, SQLite, React, Typescript.

### Pace Break

[dhafinfawwaz.com/project/pace-break](https://dhafinfawwaz.com/project/pace-break)

- Fast platformer combat, Hollow Knight inspired Game, with Observer, Finite State Machine, Shader VFX, etc.
- Technology: Unity Engine, C#, HLSL/ShaderLab.

### Expiration Reminder

[dhafinfawwaz.com/project/expiration-reminder](https://dhafinfawwaz.com/project/expiration-reminder)

- Reminder Mobile app with QR Code integrated with OpenAI API for auto-generated description.
- Technology: Flutter, Express.js, MongoDB, Dart, SQLite, Node.js, Vercel.

## SKILLS

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### Programming Languages

- Go, PHP, Python, C#, Typescript, Javascript, C, C++, Java, SQL, HLSL/ShaderLab.

### Technologies

- Git, Docker, Next.js, Django, gRPC, Fiber, React.js, Tailwind, D3, Express.js, Vite, SQLite, MySQL, Oracle Cloud, Redis, Three.js, Socket.io, Hono.js, Storyblok, Vercel, Supabase, Tesseract, OpenAPI/Scalar, AWS, Coolify, Unity Engine, Playwright, CI/CD, k6, Postman, MongoDB, PostgreSQL, Pixi.js, Phaser.js, Tauri, Qt, Flutter, React Native, Jetpack Compose, Qemu, Virtual Box, CUDA, OpenMPI, Kafka, Symphony, SonarQube, Grafana.

More experiences, achievements, and projects at [dhafinfawwaz.com](https://dhafinfawwaz.com) and [linkedin.com/in/dhafinfawwaz](https://linkedin.com/in/dhafinfawwaz)