ERIC WIJAYA LAY

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SUMMARY

A sixth-semester Informatics Engineering student at Universitas Tanjungpura with a strong passion for backend development and a keen interest in exploring new technologies. Experienced in designing and building secure, scalable backend systems, with a particular focus on API development. I thrive on creating innovative projects from scratch and optimizing existing applications to improve performance, reliability, and scalability.

BOOTCAMP

SYNERGY ACADEMY BATCH 7 (BINAR x BCA), *Backend Java*   *Feb 2024 – Agu 2024*

- **Skills** : Java Programming (OOP, Collections, Exception Handling, Lambda, Stream, Optional Class), Relational Database & ORM (Spring Data JPA, Database Operations), Spring Framework (Spring Boot, Spring Security, Spring Kafka, Spring Gateway, Spring Transactional), Microservices Architecture, API Development (Swagger Documentation, RESTful APIs), Messaging Systems (Message Broker, Firebase, Socket.io), Testing (Unit Testing, Spring Scheduler), Design Patterns, and Multithreading.
- **Final Project** : CONNECT by BCA – An Inclusive Banking App with Accesibility
  Contributed to the development of an inclusive banking application available on mobile and web platforms, designed to ensure accessibility for all users, with a particular focus on visually impaired individuals. Operated as a Backend Java Developer within a collaborative five-division team, responsible for designing, implementing, and delivering multiple API endpoints critical to the application's functionality.

BANGKIT ACADEMY 2024 BATCH 2, *Cloud Computing*   *Sep 2024 – Des 2024*

- **Skills** : Cloud Architecture, Google Cloud Platform (GCP), Networking and Security, Load Balancing, Infrastructure Automation, Data Management, Machine Learning Integration, API Development, and Monitoring & Logging.
- **Final Project :** Hidroqu - A Smart Hydroponic Solution for Monitoring plant via Leaf Imaging
  HidroQu was developed to address the challenges of monitoring plant health in hydroponic farming, where early detection of nutrient deficiencies is critical to prevent productivity loss. This innovative mobile application use machine learning to identify nutrient deficiencies through leaf image analysis, providing the cause of the problem to optimize plant care. As part of the Cloud Computing division, I contributed by designing the cloud architecture, developing essential API endpoints, and ensuring scalable, secure, and efficient deployment of the application in a cloud environment.

EDUCATION

UNIVERSITAS TANJUNGPURA PONTIANAK, *Teknik Informatika*   *2022 – Now*

- GPA *: 3.52/4.00*

SMKS AMALIYAH SEKADAU, *Teknik Komputer & Jaringan*   *2019 – 2022*

PROGRAMMING COMPETITION

- Participated in Penyisihan **GEMASTIK XVI/2023** (Pagelaran Mahasiswa Nasional Bidang Teknologi Informasi dan Komunikasi), Divisi Programming.
- Participated in **UPC III/2023** (Untan Programming Contest).
- Participated in **INC 2023** (Indonesia National Contest).

UNIVERSITY PROJECT

- Designed a system, Case Study: Room Reservation (March – May 2023).
- Designed a database, Case Study: Hotel Reservation System in Pontianak (August – December 2023).
- Redesigned UI/UX for an application, Case Study: GoPay Application (August – December 2023).
- Network installation in Laboratorium Pengolahan Bahan Galian dan Eksplorasi (October – December 2023).
- Developed a simple prediction system using OOP (Jan – May 2024).
- Developed a Google Maps API based on Localhost for a Geographic Information System (GIS) (March – May 2024).
- Developed a Localhost-based Database Input System, Case Study: Informatics Library (May 2024).
- Develop a Website Localhost-based with PHP and JavaScript (December 2024).

SKILLS

- Progrraming Langange : C++, Java, PHP, JS, Python.
- Database Query : Mysql, Oracle.
- Tools : GCP, GitHub, GitLab, etc.
- Languange : Indonesia, English.