Jonathan Vancent

Software Engineer

082299700182

jonathanvancent.jk@gmail.com

jonathan-vancent.vercel.app

Tangerang, Indonesia

SUMMARY

I am a computer science student, I am interested in developing any types of applications, poised to contribute my skills and passion for learning to the dynamic world of technology. Eager to embrace new technologies, I am excited about contributing to real-world projects and further expanding my knowledge as a dedicated software engineer

EXPERIENCE

Game Programmer

UI/UX Designer
Stick Around | Course : Human Computer Interaction

- Stickaround is an application that is a solution for promoting tourism activities in tourist destinations
- Stickaround will present various features to help users and tourism developers starting from holiday planning, budgeting, news, community, tour guide and booking Stickaround can help promote tourism spots by using a suggestion system, where the system will suggest to users who want to go on vacation in the destination area to tourist attractions in the target area

Full Stack Game Developer
White Blood Cells

- White blood cells is a 2d platformer educational game that teaches elementary school children about white blood cells.
- This game was made to fullfill the "Research methodology" course, this game was made based on our concerns, in this modern era it is easier for young children to learn something by using interactive media, therefore we want to make a teaching game about white blood cells for children

Full Stack Game Developer
AtomTrack | Binus Game Development Club

- Atom Track is a fast-paced 3D racing game that offers a thrilling and intense experience for single players. exes and precise control.
- Binus game development club has a program called talent group, Atom track is one of the works created in this program, I and 6 other friends made this game, we took a racing game theme because in the talent group's work no one had taken a racing game theme so we feel challenged in doing it.
- In this project, I served as a team manager, game designer, and game programmer. I made all game mechanics from driving, braking, UI, and so on.

Full Stack Engineer
NetIncome App | Course : Software Engineer

- Netincome is a nancial recording application designed to help you manage your finances. NetIncome is designed using Flutter and SQFLite, NetIncome has features such as calculating income, expenses, transaction details, and has an OCR feature to record them.
- In this project, I was in charge of full stack, although in the development I worked more on the front-end. NetIncome was made in the course "Software engineering"

EDUCATION

2021 - 2025	**Computer Science**
	Bina Nusantara Univesity
	Bachelor Degree

2018 - 2021	**Multimedia**
	SMK Mutiara Bangsa
	High School Diploma

- Juara Harapan 1 Lomba Film Pendek Buddhis 2019 Film Pendek "Regret"
- Juara 1 Lomba Video Pendek Kemerdekaan SMK Mutiara Bangsa 1

SKILLS

Laravel	Basic	CSS	Intermediate
Flutter	Intermediate	HTML	Advanced
Next JS	Basic	Figma	Advanced
C# (.NET)	Basic	C# (Unity)	Advanced
Python	Basic	SQL	Intermediate
Javascript	Intermediate	Java	Intermediate

LANGUAGES

Chinese (Mandarin)	Basic	Indonesia	Native
English	Intermediate		