Bonifasius Ariesto Adrian Finantyo

Software engineer with a focus on web and mobile development. Proficient in both frontend and backend development using MERN Stack, Ionic Capacitor, Cloud Computing with Digital Ocean, and Firebase. Keen to learn, excellent with time management, problem-solving skills, working collaboratively, and consistently meeting deadlines. Strong engineering professional with a bachelor's degree focusing on informatics from Universitas Multimedia Nusantara.

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EXPERIENCE

ULTIMAGZ, Tangerang

Head of Information Technology Department

FEBRUARY 2022 - JANUARY 2023

Cooperate with other related divisions to complete the work well together.

Leading a team of six people in building, repairing, and improving the ULTIMAGZ website.

Web Developer

FEBRUARY 2022 - JANUARY 2023

Designing interactive and animated news websites.

Perform maintenance on the main website that uses WordPress.

Universitas Multimedia Nusantara, Tangerang

• Web Programming Laboratory Assistant

JULY 2022 - DECEMBER 2022

Introducing the basics of web programming using the PHP programming language and the Laravel framework.

Guiding students in solving real societal problems by creating dynamic websites that can perform CRUD operations.

• Object Oriented Programming Laboratory Assistant

JULY 2022 - DECEMBER 2022

Assist students in understanding the concept of object-oriented programming

Introducing the basic Java programming language.

Guiding students to solve a problem by designing applications using the Java language and OOP concepts.

SKILLS

React JS

MERN Stack

Ionic + Capacitor

Cloud Computing

Firebase

LICENSES & CERTIFICATIONS

MTA: Introduction to
Programming Using HTML and
CSS - Certified 2021
Issued by Microsoft

Introduction to Programming
Using Python
Issued by Sololearn

HTML/CSS Issued by TestDome

LANGUAGES

Bahasa Indonesia

English

Introduction to Internet Technology Laboratory Assistant

JANUARY 2022 - JULY 2022

Introducing the basics of creating a website frontend with HTML and CSS.

Guiding students to design frontend websites using React JS.

Guiding students to build website-based game applications using React JS.

Algorithm and Data Structures Laboratory Assistant

JANUARY 2022 - JULY 2022

Assist students in understanding various algorithms and data structure forms commonly used in programming paradigms.

UMN Festival 2022, Tangerang — Web Project Manager

JANUARY 2022 - NOVEMBER 2022

Build a web-app-based committee recruitment system at the 2022 UMN Festival organized by Multimedia Nusantara University students.

Cooperate with other related divisions to ensure that goals are achieved and work results are maximized.

Leading the development of TypeScript-based frontend applications with the React framework to simplify development and debugging processes.

Hired, trained, and mentored a team of six developers through their technical issues and challenges regarding TypeScript-based development.

Jesuit Indonesia, Semarang — Full Stack Developer

JUNE 2022 - AUGUST 2022

Build a document and worker management platform using CodeIgniter, Composer, MySQL, Axios, PHP, and Bootstrap.

Implement notification and verification features using an automatic mail server and create dynamic document printing based on the latest data.

MAXIMA 2021, Tangerang — Frontend Engineer

MAY 2021 - OCTOBER 2021

Work with a team of six persons using the SCRUM methodology.

Build interactive web apps using React, TypeScript, Framer Motion, Chakra UI, and Styled Components that integrate with custom APIs.

Implement loading handlers using skeletons and progress bars, interactive animations, embed YouTube live, and integrate live chat.

Create a UI/UX design using Figma.

EDUCATION

Universitas Multimedia Nusantara, Tangerang — *Informatics*

AUGUST 2020 - PRESENT

Undergraduate informatics student in the sixth semester with a current GPA of 3.88 out of 4.00.

Conducted several projects and research with lecturers and was active in organizations.

Has a focus on web and mobile app development, and has an interest in computer vision.

SMAK Mater Dei, Tangerang Selatan — High School

JULY 2017 - APRIL 2020

Active in organizations and had the opportunity to become student council president and several school events.

Pursuing science and technology and interest in computer science.

Contributed to building the school's website and creating a voting platform for the election of the student council president.

PROJECTS

MagFin (Maggot Finance) — Android Mobile Application for Financial Record Keeping

MagFin android mobile application was created to meet the needs of the Kampung TEMPE program in order to reduce household organic waste and increase community economic growth in JatiMulya, Sepatan Timur, Tangerang, Banten. This project is the result of collaboration between Multimedia Nusantara University and Bapeda of Tangerang Regency which is used as a means to make it easier for them to make transactions and record every transaction that occurs in maggot buying and selling activities. This project is realized by building a native android app using Java, API, and a website dashboard as a supporting platform using Laravel and React JS.

TikeT (Titip Paket) — Mobile Cross-Platform Application for Package Management

Tiket is a mobile application designed with hybrid development in mind. This application was built to solve problems in the community in residential and apartment environments related to package management. Through this application, the package owner can monitor the packages received and the residence manager can record incoming packages. TikeT was designed using React TS, Ionic, Capacitor, and Laravel.