

EDUCATION

Bina Nusantara University <i>Bachelor of Computer Science, Interactive Multimedia; GPA 3.67/4.00</i>	Sep 2021 — June 2025 Indonesia
Hanyang University <i>Bachelor of Computer Science, Department of Data Science, Exchange Student;</i>	Mar 2024 — July 2024 South Korea

TECHNICAL SKILLS

Languages: HTML/CSS, JavaScript, TailwindCSS, Git, C/C++, C#, Java, Python, SQL
Frameworks: React
Developer Tools: VSC, REST APIs, GitLab, GitHub, Figma, AWS, Android Studio, Arduino, Unreal Engine, Axure

EXPERIENCE

Front End Engineer <i>Happy5</i> <ul style="list-style-type: none">Developed a full stack web application in a Linux-based environment via WSL, using HTML, CSS, JavaScript, TypeScript, React.js, Node.js, and Git for efficient development and deployment workflows.Delivered new 20+ enhancements, 30+ bug fixes, and optimized reusable components to improve maintainability and performance.Developed a secure, interactive web application with a modern front-end framework and an intuitive user interfaceContributed the development of 2 major projects, which helped the company secure expansion into the U.S. market, land 5 B2B US clients, contribute to a successful third-round VC investment, and multiple over IDR 500 million contract extensions with top Indonesian banks including BCA, BNI, BSI, and Panin Bank, and other well known applications like Tiket.com, Mitsubishi, and Moladin.	Sep 2024 — Present Indonesia
Freelance Web Developer <i>Committee on the Promotion of Civic Education</i> <ul style="list-style-type: none">Designed and developed a responsive public calendar website using HTML, CSS, and JavaScript, tailored to the needs of a Hong Kong government-affiliated organization.Achieved 2.1K+ searches and monthly organic visitors and a \$33 traffic value by ranking for high-volume keywords (e.g., “2025年”), demonstrating effective SEO integration.	Jan 2022 — Present Hong Kong
Game Developer <i>Starpixel</i> <ul style="list-style-type: none">Developed foundational expertise in Unreal Engine 5, with a focus on mastering its tools and architectural framework.Utilized scripting to enable game logic and player interaction, allowing for dynamic game playImplemented an audio engine that dynamically synchronized sound effects and music to the game's actionDeveloped a game engine that allowed for cross-platform compatibilityDeveloped an AI system that allowed for dynamic and realistic enemy behavior in-game	Jan 2024 — Jan 2025 Singapore

PROJECTS

Portfolio Website <i>React, HTML/CSS, JavaScript, 3JS/R3F, Git</i> <ul style="list-style-type: none">Developed an interactive 3D portfolio using HTML, CSS, JavaScript, React, Three.js, and React Three Fiber, showcasing advanced web development skills and creating an engaging user experience.Utilized Git for version control and deployed the website on Vercel, demonstrating proficiency in modern development workflows and continuous deployment practices.
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LEADERSHIP AND COMMUNITY INVOLVEMENTS

Keluarga Mahasiswa Buddhis Dhammavaddhana <i>Coordinator, Advisor, Board Member</i> <ul style="list-style-type: none">Led and coordinated Division 3, overseeing Secretariat, Entrepreneurship, and Internal Relations—fostering collaboration across departments and improving member engagement through structured internal programs.Served as advisor and event leader for key organizational initiatives, including Buddhist Camp 2023, Magha Puja 2566 B.E., and multiple leadership training events, mentoring over 50+ student volunteers, across 10 events.Spearheaded fundraising and promotional strategies as Funding Coordinator for Asadha Puja 2022 and DV Care 2023, achieving targeted donations through effective outreach and marketing campaigns; raised IDR 20M+ through fundraising campaigns.	Jan 2022 — Jan 2024 Indonesia
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