

# Raden Arjuna Dimas Prakoso

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Indonesia



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[R. Arjuna Dimas P.](#)

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## EXPERIENCE

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### Full Stack Developer

August 2023 - Present

Gakko Eduplatform (Student Entrepreneurship Program)

Jakarta, Indonesia

- Oversaw the technical strategy and implementation of a web platform connecting students with qualified tutors
- On boarded over 50 tutors to the platform, providing support to ensure high-quality instruction for students
- Developed the back-end API services using Python and Django frameworks
- Built the front-end web application using React.js, implementing a modern, responsive UI and seamless user experiences

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### Private Teacher

April 2023 - Present

Freelance

Jakarta, Indonesia

- Conducted 50+ one-on-one instructional sessions on fundamental Python syntax and Scratch
- Covered 100+ coding problems and exercises across both Python and Scratch to build student programming proficiency
- Developed customized lesson plans to match student curriculum

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### Academic Assistant

October 2024 – Desember 2024

Department of Computer Science, UNJ

Jakarta, Indonesia

- Delivered 10 targeted learning sessions for 20+ freshman students in D language and algorithmic fundamentals
- Created training materials to improve students' programming and problem-solving skills
- Provided personalized support to students in a collaborative learning environment

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### Backend Developer

October 2023 - February 2024

Angkit Agro Technology

Jakarta, Indonesia

- Designed and implemented a barcode generation and scanning system for livestock monitoring and tracking
- Developed and maintained 10+ RESTful APIs using Flask (Python)
- Implemented data encryption protocols and security measures for sensitive livestock data
- Configured and optimized cloud infrastructure and Nginx servers for Flask deployment, achieving 99.9% uptime

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## PROJECT

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### NASA Space Apps Challenge 2024 – Beyond Us

<https://beyond-us.pages.dev/>

October 2024

Front-End Developer

- Awarded "Best Space Project" for the NASA Space Apps Challenge in 2024
- Developed a web app with 3D interactive exoplanet display and immersive walk-on simulator using Vite, JS, Three.js, HTML, and CSS
- Collaborated effectively with a multidisciplinary team on full software development lifecycle
- Demonstrated strong problem-solving and adaptability in a fast-paced, innovative environment

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## Minecraft Server

August 2022 - Present

### VPS, Proxy and Top-up System

- Established and maintained a Minecraft server infrastructure, ensuring 99.9% uptime for over 700 active players
- Developed and implemented 15+ custom features and plugins to enhance the user experience, including an interactive in-game economy, player ranking system, and automated moderation tools
- Configured and managed the server's proxy and VPS hosting environment
- Optimizing performance and security for better user experience
- Creating a fully automatic web-based top up for in game currency

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## EDUCATION

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### Bachelor of Computer Science

State University of Jakarta

Jakarta, Indonesia

GPA: 3.79 / 4.0 (4 Semester)

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## SKILLS

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### Professional Skill

Problem Solving, Effective Communication, Adaptability, Attention to Detail

### Technical Skill

- Programming Languages : Python, C++, Java, JavaScript, Go, Vala, Kotlin, D
- Web Development : HTML, CSS, React, Flask
- Mobile Development : Flutter, Jetpack
- Databases : PostgreSQL, MySQL, MongoDB, MariaDB
- DevOps & Version Control : Git, Nginx

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## LANGUAGES

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### Indonesian

Native or Bilingual Proficiency

### English

Full Professional Proficiency