

# Kevin Indrayana Istimur

[indrayana.kevin@gmail.com](mailto:indrayana.kevin@gmail.com) | +852 9413 5859 | <https://www.linkedin.com/in/kevindrayana> | Hong Kong

## EDUCATION

### The University of Hong Kong

**GPA: 3.63/4.30**

*Bachelor of Engineering in Computer Science with minor in Finance*

*September 2021 - July 2025*

- Full scholarship, plus accommodation allowance
- Dean's Honors List and First Class Honors

## WORK EXPERIENCE

### TURNED E Education Limited

**Hong Kong**

*Software Engineer*

*December 2022 - February 2023*

- Streamlined communication between 100+ tutors and admins by designing and implementing a full-stack Tutor Management web application, replacing conventional email communication (**React.js/Next.js, TypeScript**)
- Designed and implemented front-end features that allowed administrators to efficiently manage lesson scheduling and tutor and course data
- Developed a drag-and-drop web application that simulates an FPGA board to assist students enrolled in the company's Electrical Engineering course (**Angular, Figma, Sass**)
- Designed and built essential features such as shortcuts, open/save/create file, also completed the website by implementing NgRx for state management

### Kamar Pelajar

**Remote**

*Back End Developer*

*April 2022 - June 2022*

- Developed the backend of a web application for Indonesia's Airbnb-like startup (**Laravel, MySQL, Bootstrap**)
- Projects include handling CRUD features, registration form validation, and database seeding
- Helped in the research of a new feature called *Shopping Entrusted Goods Service*, and programmed a responsive UI

## RELEVANT PROJECTS

### Maze Solver

[\(view website\)](#)[\(see on Github\)](#)

- Implemented Dijkstra's algorithm to create a pathfinding visualizer that allows users to customize and generate random mazes, finding optimal solutions for each. (**React.js**)

### iNotes

[\(see on Github\)](#)

- A full-stack clone of a general note-taking app with features such as user authentication (login/logout), CRUD functionality for posting and deleting notes, and searching (**MongoDB, Express, React.js, Node.js**)

### Phone Shop

[\(see on Github\)](#)

- A fully responsive SPA that simulates the front end of a common e-commerce site. Users may toggle details, add products to a cart, and slide between pages (**Angular**)

### BigTwo Game

[\(see on Github\)](#)

- A client-server BigTwo card game with a responsive GUI, allowing up to 4 concurrent clients to play (**Core Java**)

## OTHER EXPERIENCES

**CivTek HQ** - Hong Kong student tech community that helped NGOs to build their company websites

**Shopee Code League** - Problem-solved algorithmic puzzles in a team of 3

## SKILLS

*Language:* English (Fluent), Bahasa Indonesia (Native), Mandarin (Elementary)

*Relevant Coursework:*

- Computer Programming I (Python), Computer Programming II (C++)
- Object Oriented Programming (Java), Web Programming, Data Structures and Algorithms
- Software Engineering, Discrete Math, Computer Organization, Data Science, Machine Learning (Now)