

WILLIAM JONATHAN

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Surabaya, Indonesia | Kuala Lumpur, Malaysia

Enthusiastic game and software developer with a solid foundation in full-stack development and game design. Strong background in various programming languages and technologies, with hands-on experience in both web and game development. Future computer science student at Asia Pacific University, Malaysia. Committed to continuous learning and eager to explore the industry even more.

Work Experiences

Maxy Academy - Surabaya, Indonesia

Apr 2024 - Present

Full Stack Developer Intern

Maxy Academy, a platform providing upskilling and job connection services for students, has established partnerships with over 130 universities in Indonesia for the Kampus Merdeka program.

- Managed a team of 5 during the development of a CMS website in collaboration with Surabaya State University (UNESA).
- Created a graduation platform game capable of more than 200 users in Unity.
- Streamlined activities and projects during the development of Maxy Academy.

Education Level

Mawar Sharon Christian School - Surabaya, Indonesia

Jun 2021 - May 2024

High School Diploma in Social Science Major

- Appointed the head of the IT & Multimedia Student Council Division, leading a team of 4 integrating technology into the student council and school systems, and streamlined activities and created the Student Council website for easy access to information.

Apple Developer Academy - Surabaya, Indonesia

Jun 2023 - Jul 2023

Certificate in Computer Science

- Engaged in a 1-month project learning Swift, UI/UX concepts, and iOS app prototyping.
- Acquired hands-on experience in Swift programming.
- Gained understanding of UI/UX design principles for user-friendly interfaces.
- Actively developed iOS app prototypes during the project.
- Collaborated with diverse participants united by a shared interest in the Apple Ecosystem.

Organisational Experience

GMS Church - Surabaya, Indonesia

Aug 2022 - Present

Service Ministry (Event Organizer)

GMS is an apostolic and prophetic cell-based church founded in 1984. Focuses on fulfilling the Great Commission to make disciples of all nations with over 100,000 members in local churches across the country and internationally, including Asia, Australia, Europe, and America.

- Played a pivotal role in the success of our church ministry as a valued member of the Service Ministry team.
- Collaboratively organized and ensured the seamless operation of the ministry, fostering a vibrant and thriving ministry.

GMS Church - Surabaya, Indonesia

Jan 2021 - Jan 2023

PIC Usher & Crowd Control

GMS is an apostolic and prophetic cell-based church founded in 1984. Focuses on fulfilling the Great Commission to make disciples of all nations with over 100,000 members in local churches across the country and internationally, including Asia, Australia, Europe, and America.

- Preparing the worship space, welcoming congregants with love, and ensuring their comfort during the service are key responsibilities. Additionally, facilitating congregational needs such as offering, altar calls, and assisting newcomers for further follow-up exemplify the role of a "Connector" in church service.

Student Council Head of IT & Multimedia Division - Surabaya, Indonesia

Jan 2023 - Dec 2023

Head of Division

The Student Council Division specializes in multimedia and IT initiatives, fostering innovation and engagement across campus. It serves as a hub for creative and technological endeavors, aiming to enhance student experiences through digital media and technological advancements. Through its focus on multimedia and IT, the division empowers students to explore and utilize cutting-edge technologies in various student council activities.

- Led a team of 4 integrating technology into student council and school events/system.
- Streamlined activities and created the Student Council website for easy access to information.
- Managed multimedia, audio, lighting, and IT operations for events and within the school infrastructure.

Student Council Member

The Student Council Sport & Arts Division promotes athletic and artistic pursuits within the student body, encouraging active participation and creative expression. It organizes events and activities that celebrate both sportsmanship and artistic talent, enriching the campus community's cultural and physical dimensions. By supporting a diverse range of sports and arts initiatives, the division aims to foster a vibrant and inclusive environment for all students.

- Organized intercollegiate sports tournaments to enhance campus sports engagement.
- Curated art exhibitions to showcase and celebrate student artistic talent.
- Initiated and led all kinds of events throughout the school year.

Skills, Achievements & Other Experience

- **Soft Skills:** Leadership, team collaboration, team building, team management, communication, public speaking, presentation skills, creative problem solving, critical thinking, multitasking, event planning, event management, risk assessment, problem solving, attention to detail
- **Hard Skills:** Back-end web development, databases, MySQL, PHP, Blade technology, Laravel, research skills, game theory, qualitative research, full-stack development, Python, HTML & CSS, JavaScript, Swift, iOS development, UI/UX design, game programming, cybersecurity, data analysis, business strategy, software development life cycle (SDLC), software design, GitHub/Git, Jupyter, Unity, Blender, Asperite, Visual Studio, C#, web development, game development, quality assurance, statistical data analysis, software systems engineering, mobile application development, user interface design
- **Student Council Arts & Sports Division Member** 🏆 (2022): Collaborated with a team of 4 to plan, organize, and execute various events. Played a key role in streamlining operations to ensure seamless execution on event days.
- **Japanese Language Proficiency Test N5** 🏆 (2022): Completed the Japanese Language Proficiency Test N5 with outstanding score
- **Apple Developer Foundation Academy** 🏆 (2023): Proficient in team collaboration, leadership, software development, mobile application development, iOS development, business planning, teamwork, visual studio, Swift, presentation skills, UI design, multitasking, and public speaking.
- **Innovation Challenge powered by Launch Pad, Western Sydney University** 🏆 (2023): Exhibited expertise in team collaboration, communication, critical thinking, leadership, AI, business planning, teamwork, creative problem solving, attention to detail, and public speaking.
- **Student Council Head of IT & Multimedia Division** 🏆 (2023): Led teams in event management, AI, problem management, web design, development, sound, problem solving, visual arts, multimedia, quality assurance, lighting, public speaking, and team building.
- **Global Game Jam** 🏆 (2024): Demonstrated skills in team collaboration, critical thinking, C#, leadership, game design, and game programming.
- **RevoU Fundamental Course Software Engineering** 🏆 (2024): Adept in communication, HTML, SDLC, Git, web design, software design, problem solving, CSS, software systems engineering, JavaScript, and multitasking.
- **HP Life Data Science & Analytics Course (HPL-EN35)** 🏆 (2024): Proficient in data analysis, business strategy, AI, statistical data analysis, cybersecurity, and full-stack development.
- **TedEd Student Talks** 🏆 (2024): Developed skills in public speaking, research, game theory, and qualitative research.
- **MySkill Backend Fundamental Short Course** 🏆 (2024): Acquired expertise in backend web development, including MySQL, PHP, Blade Technology, and Laravel.
- **Kickstart Full-Stack Web Development Journey** 🏆 (2024): Mastered HTML, Visual Studio, CSS, and full-stack development.
- **Kickstart Data Science Journey** 🏆 (2024): Excelled in Python programming, Jupyter, and full-stack development during this rigorous journey.
- **IELTS English Academic Test** 🏆 (2024): Successfully completed the International English Language Testing System (IELTS) examination, demonstrating proficiency in English language skills including reading, writing, listening, and speaking.
- **Google Play x Unity Game Developer Bootcamp** (2024): Participated in the intensive Google x Unity Game Developer Bootcamp, gaining practical skills and knowledge in game development using Unity engine.
- **English Language:** Native or bilingual proficiency
- **Indonesian Language:** Native or bilingual proficiency
- **Japanese Language:** Limited working proficiency
- **Malaysian Language:** Limited working proficiency