

## Summary

A passionate and dedicated software engineer with over 2 years of professional experience in web development, specializing in backend systems and game development. Skilled in building scalable and efficient solutions, and always eager to explore and learn new technologies. Experienced in working within teams, which has helped develop strong communication and collaboration skills.

## Education and Related Certifications

### Institut Teknologi Bandung

2022–Present

Bachelor of Information System and Technology - CGPA: 2.89/4.00

Relevant courses:

Algorithm and Data Structure, Database Modeling, Database Management, System Requirement Analysis, Object Oriented Programming, Software Engineering.

## Organizational Experiences

<b>IT Staff</b>	<b>WISOKTO ITB 2022</b> Parade Wisuda Oktober ITB	<b>Sep 2022–Oct 2022</b>
Created the official website of WISOKTO ITB 2022; Designed a responsive Landing Page using tailwind; Setting up stream in Youtube.		
<b>IT Staff</b>	<b>WISOKTO ITB 2023</b> Parade Wisuda Oktober ITB	<b>Sep 2023–Oct 2023</b>
Integrate Front-end and Back-end of WISOKTO ITB 2023 Website: Fixed WISOKTO ITB 2023 Website people's images.		
<b>Deputy Head of Backend Developer</b>	<b>ITB FAIR</b> KM ITB Project	<b>Sep 2023–Apr 2024</b>
Led the development of backend website actions, managing project management and execution.		
<b>Deputy Head of Backend Developer</b>	<b>Anmategra</b> KM ITB Project	<b>Sep 2024–Present</b>
Led the development of backend		
<b>Deputy Head of Programmer</b>	<b>GIM ITB</b> Ganesha Interactive Media ITB	<b>Jun 2023–Present</b>
Lead GIM programmer related event; Train programmer inside GIM ITB.		
<b>Lead Programmer</b>	<b>Mugoro</b> Game Development Organization	<b>Feb 2023–Present</b>
Lead a team of 4 game developers; Making card game based on Unity.		

## Projects

### Farm - Object Oriented Programming

Design and develop a farming simulation game program using object-oriented programming principles and a graphical user interface (GUI).

- Design the class diagram and implement multi-threading for the program; integrate the program logic with the graphical user interface (GUI); Created base logic of Draggable Class.
- Technologies used: Java, Git, JavaFX

### Wiki Race Solver - Strategy and Algorithm

Develop a website that shows answer for Wiki Race game.

- Creating the logic for BFS search; Created the multi-threading design of Pipeline.
- Technologies used: Golang, NextJS, Typescript

### Password Game Clone

Develop a website of Password Game that has 20 Rules and scoreboard.

- Implemented the input parser; Created the design of Rule Checker.
- Technologies used: NextJS, Typescript

## Technologies and Languages

- Languages: Java, Typescript, JavaScript, Python, C, C++, C#, PHP, SQL, Golang, Rust
- Technologies: NextJS, ReactJS, MySQL, PostgreSQL, Git, Google Cloud Platform, React Native, Django, AuthJS
- Other: Data structures and algorithms, object-oriented design, UML, web scraping, data storing