

LASER CLAUSS LATUPEIRISSA

Software Engineering

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SUMMARY

I am a passionate and driven individual with a strong background in Marketing Intelligence and Front-end Development. As a dedicated Student Member and active Secretary of both BINUS Basketball and PO BINUS Semarang, I have honed my leadership and teamwork skills. My internship at Samsung Research Indonesia as a Front-End Developer has strengthened my technical proficiency and problem-solving abilities—ranging from unit testing with Java and JavaScript, A/B testing with measurable results, to Android migration and component-based development. I am eager to bring my unique blend of skills and enthusiasm to your team, contributing to innovative projects and achieving shared goals.

EXPERIENCE

BINUS BasketBall– Semarang, Indonesia

Secretary (Jan 2023 – Jan 2024)

- Prepared and documented reports for all organizational events in a clear and timely manner.
- Responsible for preparing comprehensive reports for each event, ensuring accuracy and timely submission to support organizational transparency and planning.

Skilvul BootCamp – Online

Participant (Feb 2024 – Mar 2024)

- Learned advanced Python programming, including object-oriented concepts and functional programming.
- Studied core algorithmic thinking and problem-solving strategies.
- Practiced implementing common data structures such as lists, stacks, queues, and dictionaries.

BINUS UNIVERSITY – Jakarta, Indonesia

Marketing Intelligence (July 2024 – present)

- Utilized market trends to enhance product positioning and visibility.
- Implemented competitive analysis, driving a 20% market share growth.

SAMSUNG RESEARCH INDONESIA – Jakarta, Indonesia

Internship Front-End Developer (March 2025 - March 2026)

- Do a Unit Testing with Java (Spring) use Junit and mockito,
- Migration Java to Kotlin from the Android Project
- Developed reusable components, streamlining future project workflows.
- Utilized version control for efficient team collaboration and project tracking.

EDUCATION

BINA NUSANTARA UNIVERSITY (2022 - 2026)

Bachelor of Computer Science - GPA 3.64

SKILLS

- Reporting Event
- Analysis thinking
- Creative thinking
- Critical thinking
- Intermediate HTML, CSS
- Intermediate N8N AI Automation
- Intermediate Programming with Python Language
- Basic Programming with JavaScript Language
- Basic Web Developer with React Framework
- Intermediate Web Developer with Laravel Framework

- Intermediate Android Developer with Java and Kotlin Language / Jetpack Compose

PROJECTS

- Travel Website Project — Figma, HTML, CSS
A responsive travel website built based on a design prototype from Figma.
 - ✓ Developed landing page, destination listings, and travel search form using modern layout techniques (Flexbox & Grid).
- Recurfit (Fitness Web) — HTML, CSS, JavaScript
 - ✓ An interactive fitness website providing workout schedules and nutrition information.
Implemented form validation, dynamic menus, and responsive navigation using vanilla JavaScript and DOM manipulation.
- Perfofit (Fitness Web App) — ASP.NET Web Forms (ASPX, C#)
A web-based fitness application developed using classic ASP.NET Web Forms.
 - ✓ Built user authentication pages (login & register) and session management features with server-side controls such as TextBox, GridView, etc.
 - ✓ Integrated with SQL Server to store and retrieve user data and workout schedules.
- Make-Up Transaction System (Back End) — ASP.NET Web Forms, C#
A backend system for recording and managing make-up product transactions.
 - ✓ Created input forms and daily transaction reports using event-driven methods (Button_Click, TextChanged).
 - ✓ Connected to a SQL Server database using ADO.NET for data persistence.
- Library Management Desktop App — Java, JavaFX
A desktop application to manage book inventories and lending transactions.
 - ✓ Developed features for adding, editing, and removing books; borrowing and returning transactions; and generating data reports.
 - ✓ Utilized JavaFX Scene Builder and TableView for real-time data display
- Dispenser Automation Android App — Java, Android Studio, Firebase
A mobile application to monitor and control an automated liquid dispenser IoT system in real-time.
 - ✓ **Integrated Firebase Authentication** to provide secure user access management, including sign-up and login features for personalized accounts..
 - ✓ **Developed real-time monitoring and control** for liquid levels by synchronizing the Android app with Firebase Realtime Database and IoT hardware.
 - ✓ **Built a Node.js backend** as an event-driven service to monitor database triggers, automatically logging usage history into **Google Cloud Firestore**.
 - ✓ **Implemented historical data management** using Firestore to store dispensing records, enabling efficient data retrieval and usage tracking for users.
- Story-Sharing Android App — Kotlin, MVVM, Google Maps API
A Android application designed for creating and discovering social stories with location-based features
 - ✓ **Implemented MVVM (Model-View-ViewModel) architecture** with Clean Architecture principles to ensure a scalable, maintainable, and testable codebase..
 - ✓ **Integrated RESTful APIs** for user authentication (Login/Register) and seamless data fetching for story feeds and creation
 - ✓ **Developed Real-time Location features** using Google Maps SDK to display story origin points on an interactive map.
 - ✓ **Utilized Modern Android Components** including View Binding, LiveData/Flow, and Retrofit for efficient networking and dynamic UI updates

- **Game Rating & Discovery App — Kotlin, Room, CircleCI**
A Android application for exploring game ratings and details, featuring a persistent favorite system and automated testing pipelines.
 - ✓ Implemented Local Persistence using Room Database to allow users to save and manage their favorite games for offline access.
 - ✓ Integrated Continuous Integration (CI) with CircleCI to automate build processes and ensure all code changes pass unit testing before merging to the main branchDeveloped Real-time Location features using Google Maps SDK to display story origin points on an interactive map.
 - ✓ Utilized Retrofit and Glide for efficient remote data fetching from game APIs and optimized image loading for a smooth user experience.
- **WorkBeacon: Job Directory App— Kotlin, Jetpack Compose**
Android application designed for browsing curated job listings and career details in 2026, featuring a modern declarative UI and a dedicated user profile section
 - ✓ **Implemented Modern UI Architecture** using **Jetpack Compose** with Material 3 to create a responsive and fluid interface for navigating job lists and detailed descriptions..
 - ✓ **Developed Detailed Job Insights** providing a comprehensive view of each role, including core responsibilities and required qualifications for the current job market..
 - ✓ **Integrated User Profile Hub** as a dedicated section to display user information, maintaining a **Read-Only** state in this version to ensure data integrity during the initial launch.