Patrick Santoso Lay

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WORK EXPERIENCES

Armonía (www.armoniaservices.com) | Software Engineer *Sep 2024 - Dec 2024*
Next.js | TypeScript | React.js | Tailwind | PostgreSQL | AWS
- Contributed to the successful MVP launch of their online booking management platform by developing both front-end and back-end functionalities, reducing feature delivery time by 15%
- Optimized data storage processes by implementing features for saving and synchronizing business hours entered on the listing page, reducing database write latency by 20% and ensuring seamless updates on the business dashboard
- Achieved a 25% reduction in data retrieval latency by optimizing processes for storing inputted data and retrieving it for dashboard presentation, taking ownership of the data flow between front-end and back-end systems
- Collaborated with a cross-functional team to enhance service-related features, including designing and implementing database structures to support service data and developing functionality to save and enforce online booking rules. Enabled business owners to define booking restrictions, ensuring seamless integration of user inputs and improving system functionality, boosting team productivity by 10%

RELEVANT EXPERIENCES

"OnTrack" Task Manager Web App | Front-End Development *Nov 2023 - Dec 2023*
Javascript | CSS | HTML - Github
- Collaborated with a team of 11 to develop a web application for engineering and computer science students, reducing task management overhead by 30% through seamless integration of features.
- Integrated features like shared calendars, progress tracking, and priority assignment
- Fostered teamwork and academic success, empowering students to navigate academic complexities efficiently while cutting project planning time by 20%

Web Developments Projects | Full-Stack Development *Nov 2023 - Dec 2023*
Javascript | CSS | HTML | PHP | Perl | Ruby | Python | SQL - Github
- Designed, created and hosted 10 webpages, each excelling in design, animation, form filling, data management, and cookie management
- Enhanced the flexibility and performance of the webpages by 20%, employing a diverse array of technologies to expand my experience in web development

Card Game War | Game Developer *Nov 2022 - Dec 2022*
Elixir - Github
- Developed simple, strategic and engaging two-player card game
- Introduces the concept of "War" for tie-breakers, adding excitement
- Made it accessible for players of all levels due to it's quick setup and easy-to-understand rules

EDUCATION

Toronto Metropolitan University (Formerly Ryerson University) Toronto, ON
Bachelor of Science in Computer Science Aug 2020 - June 2024

EXTRACURRICULAR ACTIVITIES

Toronto Metropolitan University Indonesian Student Association Aug 2023 - April 2024
Marketing Associate
Toronto TeamFight Tactics Aug 2023 - June 2024
Tournament Organizer & Event Manager