Contact

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Top Skills

Blade Components
HTML5 & CSS3
Flatpickr / Date Picker Plugins

Rei Reltroner

Creator of Reltroner.com | Digital Story & Tech Systems | Open for Collaboration
Indonesia

Summary

I'm the founder of Reltroner Studio — a solo-built, self-funded creative tech project focused on content architecture, world-building, and digital storytelling.

I build modular websites using Next.js, Tailwind CSS, Markdown, and deploy using Vercel. My current work includes interactive lore systems, character-driven archives, and red-pill-inspired philosophies applied to long-term digital ecosystems.

I publish worldbuilding-based content at reltroner.com, including documentation, storytelling, and philosophy for future collaborators, recruiters, and creators.

No comfort zone. No noise. Just clarity, structure, and legacy.

Currently open to collaboration & project-based opportunities.

I'm currently open to long-term collaborations, project-based opportunities, or joining a forward-thinking team that values structure, autonomy, and meaningful tech.

Let's build systems that last — not just apps that trend.

Experience

Reltroner Studio
Reltroner Studio
May 2024 - Present (1 year 1 month)
Reltroner Studio
Role: Founder / System Architect / Fullstack Builder
Date: May 2024 – Present
Type: Freelance / Personal Studio

Description:

Architected and deployed a custom worldbuilding platform using Next.js and Tailwind CSS.

Engineered a modular content system with markdown-based architecture and static generation for scalability.

Developed and documented detailed fictional civilizations within the Asthortera Universe project.

Optimized media pipelines using .webp, .md, and automated postbuild scripts to enhance performance.

Managed source control, CI/CD processes, and technical documentation via GitHub for project maintainability.

Building a scalable, modular digital universe through fullstack architecture and data-driven storytelling.

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