

# Reza Maulana Aziiz

+62 821-1661-5899 | [reza.maulana.tif422@polban.ac.id](mailto:reza.maulana.tif422@polban.ac.id) | [linkedin.com/in/rezamaulana24](https://www.linkedin.com/in/rezamaulana24) | [github.com/RezaAziiz](https://github.com/RezaAziiz)

## EDUCATION

### Bandung State Polytechnic

*Bachelor of Applied Informatics Engineering*

Bandung, West Java

Aug. 2022 – Aug. 2026

- Relevant Courses: Data Structures and Algorithms, Software Testing, Distributed Systems, Digital Image Processing, Web Development, Object-Oriented Programming, System Design, Probability and Statistics, Discrete Math

## EXPERIENCE

### C Developer – ATM Simulation System

*Course Project – Programming Fundamentals*

Sept. 2022 – Dec. 2022

Bandung, Indonesia

- Developed a console-based banking system in C simulating ATM operations including withdrawals, deposits, transfers, balance inquiry, PIN changes, and transaction history
- Implemented core features such as fund transfers, deposit validation, and daily transaction limits using array of structs for user and transaction data management
- Ensured accurate transaction flow and robust input validation to simulate real-world banking logic

### Fullstack Contributor – Dramaku Web Application

*Independent Project*

Sept. 2024 – Dec. 2024

Bandung, Indonesia

- Worked as a fullstack contributor integrating frontend and backend components using Node.js, Express.js, React.js, and PostgreSQL
- Handled API integration, validation logic, and layout fixes for authentication and CRUD features
- Supported deployment using Docker, with Vercel (frontend) and Railway (backend)

### System Integrator – Sistem Informasi Pengelolaan Tugas Akhir (SIPTA)

*Capstone Project, Bandung State Polytechnic*

Feb. 2025 – Apr. 2025

Bandung, Indonesia

- Served as system integrator bridging frontend modules (AdminLTE-based) with Laravel backend, ensuring seamless API communication and consistent UI rendering via Blade templating engine
- Created and synchronized initial MySQL seeders using Laravel Eloquent and factory system, including versioned seeder merging across multiple branches
- Designed system architecture diagrams and supported API flow alignment between frontend and backend teams
- Managed integration across feature branches using Git Flow, resolving merge conflicts and maintaining feature stability on the staging server

## PROJECTS

### Web Video Player with Hand Gesture Control | *Python, MediaPipe, OpenCV, JavaScript* Aug. 2024 – Nov. 2024

- Developed a touchless video controller using hand gesture recognition with MediaPipe
- Mapped hand positions to video player controls (play, pause, seek, volume) via Python + JavaScript integration
- Built lightweight interface to test control mapping accuracy and interaction responsiveness

### Spotify-based Music Preference Analyzer | *Node.js, Express.js, MongoDB, Spotify API* Aug. 2024 – Nov. 2024

- Scraped Spotify data to analyze user preferences, artist popularity, and listener demographics
- Built backend logic to categorize user taste and visualize insights via REST API endpoints

### The Conflict Zone – 3D Tower Defense Game | *Unity, Blender, C#*

Mar. 2024 – May. 2024

- Designed, modeled, and animated 3D assets (tanks, rockets) using Blender and Unity
- Implemented gameplay logic (enemy waves, turret attacks, player UI, win/lose state)
- Wrote C# scripts to manage interactions, animations, and player feedback

## TECHNICAL SKILLS

---

**Languages:** Python, JavaScript, C/C++, PHP, SQL, Java

**Frameworks:** React.js, Node.js, Laravel, Express.js, Spring Boot

**Databases:** PostgreSQL, MySQL, MongoDB

**Tools:** Git, Docker, Postman, GitHub Actions, Figma, Kubernetes

**Libraries:** MediaPipe, Pandas, NumPy, OpenCV, Tailwind CSS

**Technologies:** JWT Auth, REST API, Cloudinary, Vercel, Railway, CI/CD

**Operating Systems:** Windows, Linux (basic)

**Languages:** Bahasa Indonesia (Native), English (Intermediate)