
Education

UNIVERSITY OF WASHINGTON - SEATTLE

Seattle, WA

Bachelor's Degree, Computer Science, GPA - 3.75

September 2023 – December 2025 (Expected)

Relevant Coursework: Software Design and Implementation, Programming Languages, Systems Programming, Software Engineering, Data Visualization, Computer Networks, Computer Vision

GREEN RIVER COLLEGE

Auburn, WA

Associate Degree, Computer Science, GPA - 4.0, Highest Honors

January 2021 – June 2022

Relevant Coursework: Computer Programming I & II, Calculus I-III, Differential Equations, Matrix Algebra, Mechanics, Electromagnetism, Technical Communication

Experience

GOKOMODO

Jakarta, Indonesia

Software Engineer - Full Time

September 2022 – August 2023

- Collaborated with a cross-functional team to spearhead maintenance and enhancements of 3 software ecosystems, improving system performance by 20% through refactoring and optimization.
- Developed user interfaces for eProcurement systems, enhancing operational efficiency and improving user satisfaction by 30%.
- Built a gamified mobile ecosystem, increasing user traffic by 25%, and led frontend development for 2 content management systems with a team of 4 engineers.
- Worked closely with the backend team to engineer the frontend for a B2B e-commerce platform, improving customer satisfaction by 40% through faster load times and better UX.

FREELANCE

Jakarta, Indonesia

Software Developer - Contract

October 2019 – September 2022

- Collaborated closely with local businesses to deliver 10+ web apps and system management tools using full-stack technologies, boosting client efficiency by 30% through streamlined data management processes.

Projects

FITNESS RPG MOBILE APP

<https://github.com/cse403-fitquest/fitquest>*Product Manager, Tech Lead, Software Engineer*

- **Description:** Directed the development of a gamified fitness app combining RPG elements to motivate fitness journeys.
- **Technologies Used:** React Native, Nativewind, Zustand, Android, Firebase, Jest.
- **Key Contributions:** Led a team of 6 engineers, managing roadmap, system design, and Firebase integration to support up to 100 concurrent users. Increased user retention by 25% through engaging gamified features like XP systems and fitness challenges. Ensured high code quality and reliability with 80% test coverage using Jest.

TACTICAL TURN-BASED WEB GAME

<https://github.com/codetrifecta/rise-to-olympus>*Tech Lead, Software Engineer*

- **Description:** Created a Tactical Turn-Based Roguelike Web Game based on Greek Mythology
- **Technologies Used:** Typescript, React, Tailwind, Zustand, HTML5 Canvas, Vite.
- **Key Contributions:** Led a team of 3 developers, coordinating technical and creative aspects (pathfinding, entity vision/AI, storyboarding) and fostering open communication to ensure smooth collaboration across all project phases. Designed and implemented 90% of the system architecture including the UI/UX to support over 1000 concurrent players.

PRODUCTIVITY MANAGEMENT APP

<https://github.com/afutofu/goalforge>*Software Engineer*

- **Description:** Built an all-in-one tool to help users enhance productivity.
- **Technologies Used:** NextJS, Tailwind, Zustand, Flask, SQLAlchemy, PostgreSQL, AWS RDS, Google OAuth.
- **Key Contributions:** Worked closely with end users to design and develop a full-stack productivity app, improving task completion rates by 15% through user-centered UI and efficient API integrations.

Skills

Technical Languages: Javascript, Typescript, HTML, CSS/SASS, Python, Go, OCaml, Java, C, C#, C++, SQL.**Front-End:** React, React Native, NextJS, Zustand, Easy Peasy, Redux, Context, Tailwind, Bootstrap, Mantine, GSAP, jQuery.**Back-End:** Node.js, Express, Django, Flask, FastAPI, Cloudinary, Docker, AWS, SQLAlchemy, Boto3, PostgreSQL, MySQL, MongoDB, SQLite, DynamoDB.**Tools:** Jira, Confluence, Slack, Postman, VSCode, Visual Studio, Bash, Git, Github, Figma, Chrome DevTools, Agile.**Certifications:** AWS Certified Developer - Associate (February 2024), IBM Back-End Development Professional (December 2023), Meta Front-End Developer (September 2023)