

Education

UNIVERSITY OF WASHINGTON - SEATTLE

Bachelor's Degree, Computer Science, GPA - 3.66

Seattle, WA

September 2023 – March 2026 (Expected)

GREEN RIVER COLLEGE

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

Auburn, WA

January 2021 – June 2022

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)

Experience

GOKOMODO

Software Engineer - Full Time

Jakarta, Indonesia

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 (React, Tailwind, Zustand), enhancing operational efficiency and improving user satisfaction by 30%.
- Built a gamified mobile ecosystem (React Native, Mantine), increasing user traffic by 25%, and led frontend development for 2 content management systems.
- Worked closely with the backend team to engineer the frontend for a B2B e-commerce platform (React, Django, AWS), improving customer satisfaction by 40% through faster load times and better UX.

FREELANCE

Software Developer - Contract

Jakarta, Indonesia

October 2019 – September 2022

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

Projects

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 engineers, 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 50 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.

REAL-TIME TEXT MESSAGING APP

<https://github.com/afutofu/projecc>

Software Engineer

- **Description:** Developed a chat app inspired by Discord, enabling real-time communication.
- **Technologies Used:** React, Redux, Socket.IO, Node.js, Express, MongoDB, Heroku.
- **Key Contributions:** Integrated real-time communication and scaled to support 200+ simultaneous users. Implemented UI/UX inspired by Discord with minor adjustments to better enhance the app capabilities.