

Aland Mulia Pratama

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EDUCATION

INSTITUT TEKNOLOGI BANDUNG

(Aug 2022 – Present)

Bachelor Of Engineering – BE, Computer Science - CGPA: 3.47/4.00

Coursework

Algorithm & Data Structure, Computational Logic, Computer Organization and Architecture, Discrete Mathematics, Object Oriented Programming, Database, Operating System.

PROFESSIONAL EXPERIENCE

PT. Konjac Jayatama Internasional

(Mar2022 – Jun 2022)

Website Developer Supervisor

- Website Developer Supervisor at PT. Konjac Jayatama International, we develop a website that provide export services for multination and also an official vendor for PT .Indofood CBP Sukses Makmur Tbk.
- Supervised the development of the company profile website and manage the Search Engine Optimization (SEO) of the website so the website page showed up at the first position in Google search engine.
- Practiced agile methodologies, particularly scrum, to foster collaboration, adaptability, and timely delivered of projects.
- **Tech Stacks:** HTML, CSS, Javascript, Wordpress, Figma.

PROJECT EXPERIENCE

Staff of IT Division Parade Wisuda Oktober ITB

(Sep 2023 – Oct 2023)

Frontend Developer

- managing the About Us page section is not only about the technologies I use but also about my ability to collaborate with the team, communicate ideas clearly, and ensure that the final product reflects our company's values and goals •
- **Tech Stacks:** Figma, CSS, Typescript, Next.js.

Content Based Image Retrieval (Ga-Reela)

(Oct 2023 – Nov 2023)

- Content-Based Image Retrieval (CBIR) is a process for searching and retrieving images based on their visual content. This project starts by extracting essential features from images, such as color, texture, and shape. These features are then represented as vectors or numerical descriptors for comparison with other images. CBIR uses matching algorithms to compare feature vectors, enabling image retrieval within a dataset.
- **Tech Stacks:** Python, FastAPI, Github, React.js, HTML, CSS.

Google Developer Student Club ITB

(Oct 2022 – Oct 2023)

UI/UX Designer Intern

- Implemented a user perspective and utilized user perspective into a low-fidelity prototypes with digital wireframes.
- Developed a Login and Register page prototypes for Car Rental services and conceptualized communication and teamwork with git and github tools.
- **Tech Stacks:** Figma, Github.

Portal Mahasiswa ITB

(Jul 2023 – Aug 2023)

- Revamp one of the top six recognized hackathon projects at Facebook. The primary objective was to enhance the platform's functionality and user experience with main objective to facilitating easy connection for new students.
- **Tech Stacks:** Figma, JavaScript, React.js, Node.js, Express.js, Github.

HONORS AND AWARDS

[National] Bussines IT Case Challenge HOLOGY 6.0 Brawijaya University (Semifinalist)

(Sep 2023 – Oct 2023)

Compete against 100+ competitors in Hology 6.0 Brawijaya University held by Faculty of Computer Science UB with the theme “Maximizing the Technology for inclusive and Sustainable Growth in the Smart Society Era”.

TECHNICAL SKILLS & INTEREST

Languages : Python, C, HTML, CSS, Javascript, Typescript, C++, Java, SQL, Prolog, Java.

Technologies : React.js, Node.js, Express.js, Flask, FastAPI.

Skills : Web Development, UI/UX Design, Data Structures, Software Architecture, Object Oriented Programming, Database.

Tool & Stacks : Figma, Git, Github , Gitlab, Docker, MySQL, MariaDB, Prisma, PostgreSQL, Virtual Box.