



ALBERT EDWILLIAN PRATOMO

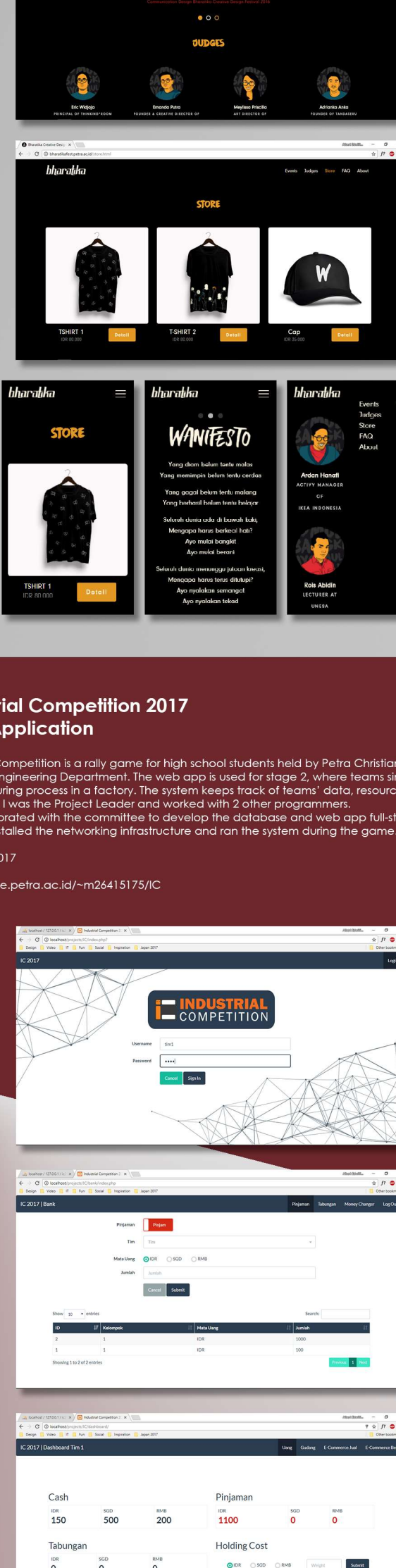
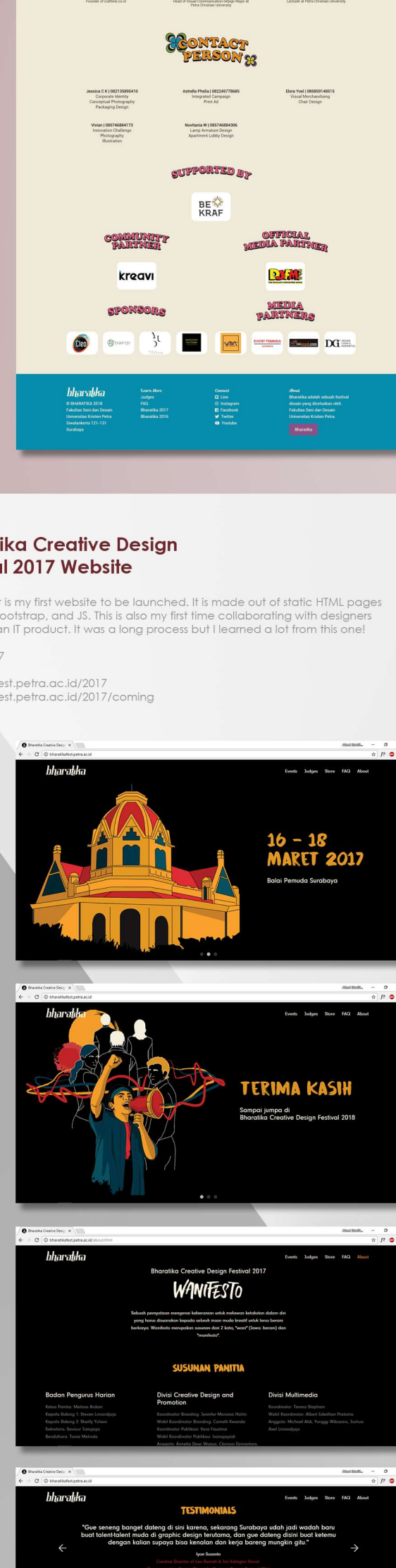
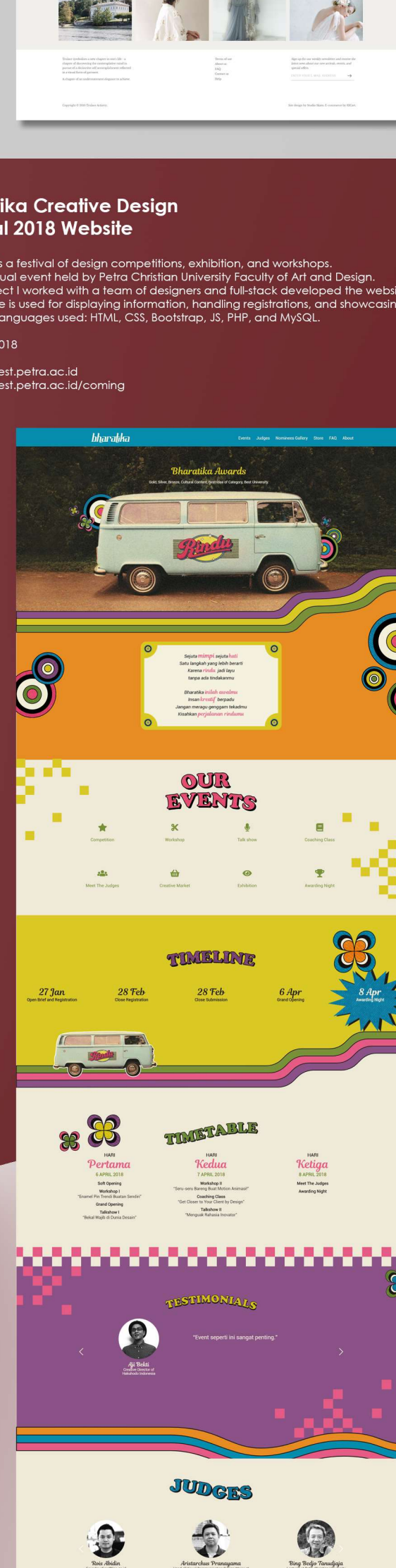
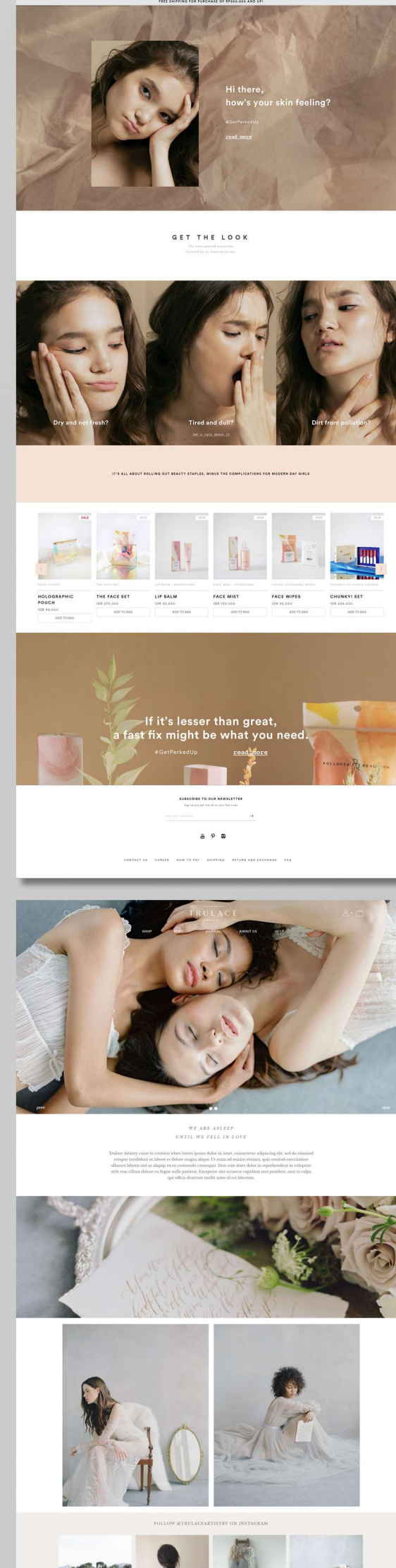
Portfolio

82Cart E-Commerce Websites

During my 10 months at 82Cart, I worked with designers to implement design into front-end codes using HTML, CSS, JS, and Prestashop CMS. I also developed module to integrate 3rd party APIs (Go-Jek, OVO, Papaboi) using PHP. Lastly, I researched and tested Prestashop addons related to specific customer requirements.

January - October 2018

82cart.com
beta.2018rolloverreaction.com
onlineindonesia.com
cloude.co.id
hulucartcity.com.php/71-3dJan3-1-websitestetlink.com
ab-demo.38 lounge.82cart.com

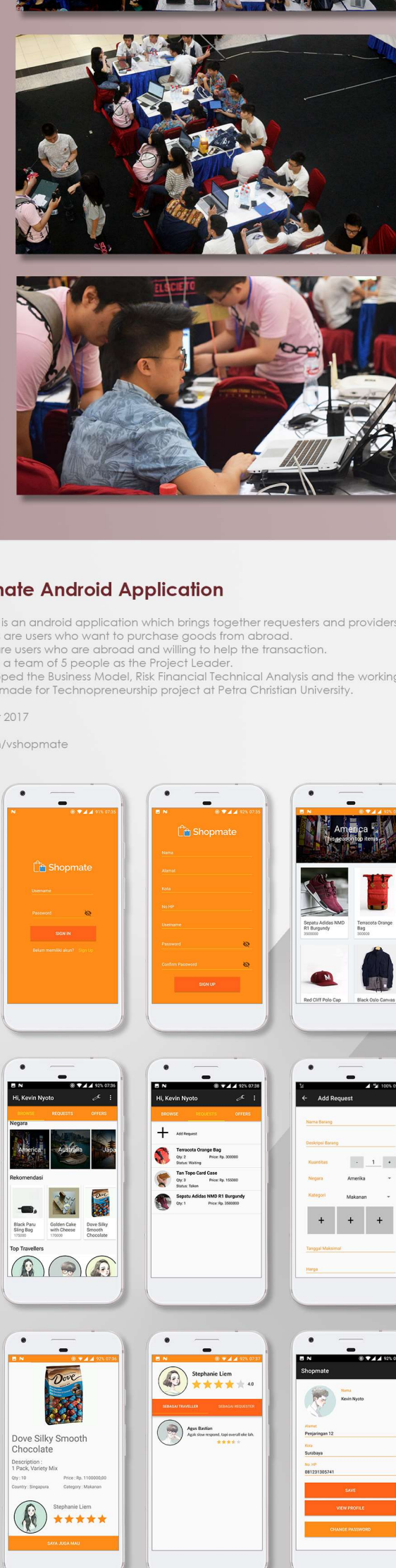


Bharatika Creative Design Festival 2018 Website

Bharatika is a festival of design competitions, exhibition, and workshops. It is an annual event held by Petra Christian University Faculty of Art and Design. In this project I worked with a team of designers and full-stack developed the website. The website is used for displaying information, handling registrations, and showcasing submissions. Tools and languages used: HTML, CSS, Bootstrap, JS, PHP, and MySQL.

February 2018

bharatikafest.petra.ac.id
bharatikafest.petra.ac.id/coming



Bharatika Creative Design Festival 2017 Website

This project is my first website to be launched. It is made out of static HTML pages with CSS, bootstrap, and JS. This is also my first time collaborating with designers to create an IT product. It was a long process but I learned a lot from this one!

March 2017

bharatikafest.petra.ac.id/2017
bharatikafest.petra.ac.id/2017/coming



Industrial Competition 2017 Web Application

Industrial Competition is a rally game for high school students held by Petra Christian University Industrial Engineering Department. The web app is used for stage 2, where teams simulate manufacturing process in a factory. The system keeps track of teams' data, resources, and score. I was the Project Leader and worked with 2 other programmers. I worked in a team of 5 people as the Project Leader. We developed the Business Model, Risk Financial Technical Analysis and the working prototype. We also installed the networking infrastructure and ran the system during the game.

October 2017

opensource.petra.ac.id/~m26415175/IC

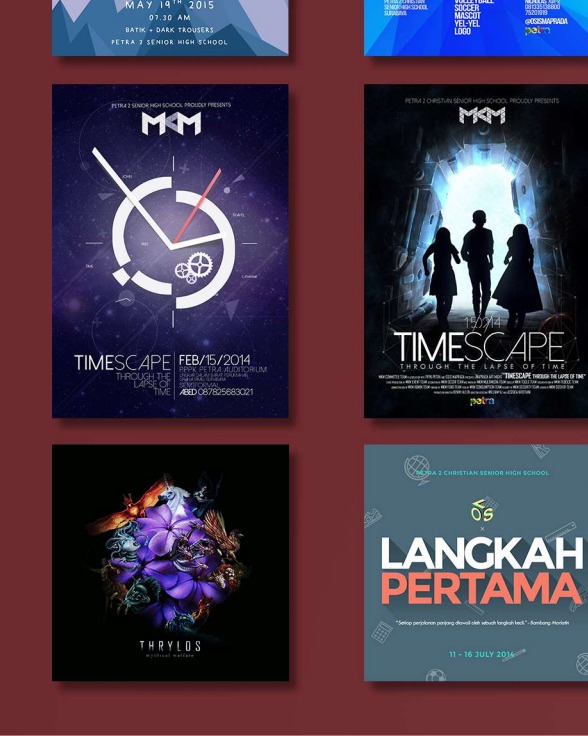


Shopmate Android Application

Shopmate is an android application which brings together requesters and providers. Requesters are users who want to purchase goods from abroad. Providers are users who are abroad and willing to help the transaction. I worked in a team of 5 people as the Project Leader. We developed the Business Model, Risk Financial Technical Analysis and the working prototype. This app is made for Technopreneurship project at Petra Christian University.

December 2017

tinyurl.com/vshopmate



Flag Keeper Game

This project is made for my Data Structure class. The main objective is simple, the player has to capture all ghosts before one of them capture the flag or the time ended. There are power-ups to spice up the game. I provided the graphic resources and coded the Artificial Intelligence of the ghosts. Worked with 3 other programmers. Language and library used: C++ & SFML.

November 2016

Infinite Escape Game

This project is made for my Object Oriented Programming class. This is an infinite cross-the-road game, where the score increases as the player survives crossing the road. The player in the story is a prisoner who broke out of jail and is trying to escape. There are power-ups that we adapted from other games, like bombs from Bomberman. There are also a bit of Artificial Intelligence here, as when the danger bar is full, five policemen will appear and hunt the player. The player has to type their names to eliminate them. Worked with another programmer. Language and library used: C++ & SFML.

May 2016

Graphic Designs

These are various graphic design projects that I made. They are mostly publication for school events or birthday invitations. Made using Adobe Photoshop CS 6.

