

NOOR OCTAVIAN ANWAR

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I am a Software Engineer with 4-years of professional experience who loves to experiment with crafting tech-based solutions and share with others my learning process. Currently, I am maintaining NEMU, a visual programming environment web-app, to assist people in learning fundamental programming concepts. Outside my work, I participate in various events held by the university, government institution, and tech community to present talks and workshops on software development and startups topics.

SKILLS

- Languages: (*proficient*) JavaScript, TypeScript (*familiar*) C#, Dart, C++, Java, SQL
- Technologies: NodeJS, React/NextJS, MobX/Jotai, AntDesign/ChakraUI, Webpack, Storybook, NestJS, Unity3D, Flutter, GraphQL, Rest, Bash, CI/CD, Cypress, TDD/Unit Test
- Others: Google Cloud Platform-Firebase, Vercel, Git, Figma

EDUCATION

Universitas Negeri Malang, Indonesia

2014 - 2019

- Bachelor of Arts - BA, Informatics Education

EXPERIENCES

Software Engineer, Degetek Studio

Nov 2017 - Dec 2021

- Help PM decide on architecture, system design, tech stack, and timeline development for projects.
- Collaborated with the engineering team to do research and implement an internal tech stack, so the engineering productivity and DX were increasing 2x.
- Support the CEO did research and development on tech business opportunities, so the revenue grew more than 3x YoY at the end of 2021.

Research Internship, Department of Information Science Lab.

Apr 2018 - Mar 2019

Saga University - Japan

- Do research and development of web apps that integrate Blockly with support C++ and web console so users can learn C++ visually and compile the code online.
- Submission and acceptance of a paper at the 7th International Conference on Information and Education Technology (ICIET 2019), Aizu-Wakamatsu, Japan, by ACM Digital Library.
- Success develops a web app that can enhance the learning process of C++, proved by the result of validation with a score of 94.8% for group trials.

Game Programmer Internship, Agate International

May - Aug 2017

- Develop a Unity3D library that is highly customizable and has acceptable integration with the Epson EB-595Wi finger touch projector.
- Integrating and developing an interactive wall of the Agate Profile for Indonesia Game Prime 2017 event.
- Successfully delivered the product that increased the engagement and the number of visitors in the Agate booth.

PROJECTS

My Experience Learning Machine Learning

2021 - Now

A web app that shows my learning progress and the implementation of machine learning or AI-related tasks using web technologies, such as TensorFlowJS, React, NextJS and Vercel.

[Link](#) • [Github](#)

NEMU

2018 - Now

NEMU is a Visual Programming Environment that helps novice programmers practice their sense and knowledge of algorithms visually. The web app was developed using React, Material-UI, Blockly, Cra16/Cake (Blockly extension for C++), and WebConsole-PHP.

[Link](#) • [Github](#)

SEMAR - The Fiscal Policy Game

2021

SEMAR is an interactive macroeconomic simulation web-app based that aims to help students understand the fiscal policies of the Indonesian government.

Tech stack: React/NextJS, ChakraUI, Unity3D, GCP-App Engine, Firebase-Storage, and Postgresql

[Link](#)

Ticketing and Reservation System Kemiren

2021

Website to help users book tickets for the Kemiren Tourism Village. The site also provides admin features for managing the destinations, schedules, and purchasing tickets that are integrated with Xendit as a payment gateway.

Tech stack: React/NextJS, ChakraUI, GCP-App Engine, Firebase-Storage, and Postgresql

[Link](#)

ACTIVITIES

Speaker - EXPO & EXPOSE ICT East Java Vocational High School

2021

Invited as a speaker by East Java Education Office, to talk about the tech industry, especially in the game industry, and the urgent tech talent development of it.

Jury - National IT Competition

2020 & 2021

Electrical Engineering Dep. Universitas Negeri Malang

Jury in National IT Competition held by Electrical Engineering Department, Universitas Negeri Malang for App Development category.

Mentor - SEAMEO AR Competition

2017-2018

Senior High School 1 Singosari

Mentored 12 students, divided into 4 groups to join the AR Competition held by Southeast Asian Ministers of Education Organization (SEAMEO) to compete with all the students in the region. All the groups pass as the finalist, and one of the groups becomes the 2nd winner.

Teaching Assistant - Game Programming

2018

Electrical Engineering Dept. Universitas Negeri Malang

Teach fundamental game programming using C# in Unity3D Engine. The material taught includes OOP in C#, game programming patterns (Singleton, Finite State Machine), game design, and game development process. The projects I develop to teach are Tetris and Breakout.

COMPETITIONS

Finalist Game Dev - GEMASTIK

2017

Ministry of Research, Technology and Higher Education-University of Indonesia

Finalist Game Dev - ENUMERATION

2016

Electronic Engineering Polytechnic Institute of Surabaya

Finalist Educational Game - UNITY

2015

Yogyakarta State University