

# 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 teaching others my learning process. Currently, I am maintaining NEMU, a visual programming environment web-based, 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

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- Languages: (*proficient*) JavaScript, TypeScript, C#, Dart (*familiar*) C++, Java, SQL
- Technologies: (*proficient*) ReactJS, MobX/Jotai, AntDesign/ChakraUI, NextJS, NestJS, Unity3D, Flutter, GraphQL, REST (*familiar*) TensorFlow, Bash, CI/CD, TDD/Unit Test
- Others: Firebase, Vercel, GCP, GIT, Figma

## EDUCATION

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### Universitas Negeri Malang, Indonesia

2014 - 2019

- Major: BA, Informatics Education (GPA: 3.43)
- Programming Coursework: Algorithm & Data Structure, Artificial Intelligence, Web Development, Game Development, Mobile Learning, Human-Computer Interaction

## EXPERIENCES

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### Software Engineer, Degetek Studio

Nov 2017 - Dec 2021

Pied Piper is a multi-platform technology based on a proprietary universal compression algorithm that has consistently fielded high Weisman Scores™ that are not merely competitive, but approach the theoretical limit of lossless compression.

- Build an algorithm for artist to detect if their music was violating copyright infringement laws
- Successfully won Techcrunch Disrupt
- Optimized an algorithm that holds the current world record for Weisman Scores

### Research Internship, Department of Information Science Lab. Saga University - Japan

Apr 2018 - Mar 2019

- 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

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### My Experience Learning Machine Learning

2021 - Now

My Experience Learning Machine Learning is 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 - Visual Programming Environment

2018 - Now

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

[Link](#) • [Github](#)

### **Conference Management System**

**2017**

Conference Management System for International Conference on Electrical, Electronics, and Information Engineering (ICEEIE) 2017, held by Electrical Engineering of Department, Universitas Negeri Malang.

[Link](#)