

# Andreas Robert Pitoy

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## Skills

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**Language** : JavaScript - TypeScript - HTML - CSS - GraphQL - Python - C#

**Framework** : React - ExpressJS/NodeJS

**Database** : MongoDB - Postgres

## Personal Projects

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### E-Commerce Website - Audiophile [\[WEBSITE\]](#). [\[GITHUB\]](#).

- Developed a fullstack e-commerce website with NextJS, React, TypeScript and uses MongoDB and GraphQL to manage the database.
- Learned about state management to store the inputs of users and their data.
- Build an admin page with authentication using JWT while taking advantage of NextJS server-side rendering to block unauthorized user.

### News Site - The Olden Times [\[WEBSITE\]](#). [\[GITHUB\]](#).

- Developed and design a news site with a newspaper-like layout.
- Learned about API testing using Postman and building the site using multiple news API such as Gnews, The Guardian, and The New York Times.
- Implemented the search functionality that tackles the state of multiple components.

### Informative Site - Thegalla [\[WEBSITE\]](#). [\[GITHUB\]](#).

- Developed a informative website about famous paintings.
- Learned the Framer-motion library for the animations and Chakra UI for the styling.
- Learned about eager and lazy loading while using a hack to preload images.

### Informative Site - Planetfacts [\[WEBSITE\]](#). [\[GITHUB\]](#).

- Developed a informative website that teaches about the planets in our solar system.
- Learned about making a responsive website with styled-components library for the styling.
- Built using NextJS, React, TypeScript.

### Portfolio Site [\[WEBSITE\]](#).

- Developed and design a portfolio site that display the work I've done in detail using reusable React component for easier future add-on.
- Learn about the limitation of animation that occurs when the screen width is small.

### Game - Bow and Arrow... and Dogs [\[WEBSITE\]](#).

- Developed and design a 2D game using Unity and C#.
- Learned about the basics of OOP and managing unity's physics engine.

## Education

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Universitas Gunadarma

INFORMATICS ENGINEERING

2019 - Present