



ASRUL HARAHAHAP

FRONTEND AT SICEPAT

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OBJECTIVE

By leveraging my knowledge and skills in building responsive and attractive user interfaces. I aim to continuously develop innovative web applications, improve user experience, and create efficient and scalable solutions. I want to work in a collaborative team, where I can continue to learn and grow in this ever-evolving industry, as well as make meaningful contributions to challenging projects.

SKILLS

ReactJS: Mastering the basic concepts and principles of developing with React, as well as the ability to build complex and interactive UI components.

JavaScript / Typescript: Strong understanding of the JavaScript/Typescript language, including fundamental concepts, DOM manipulation, AJAX, and asynchronous programming.

HTML5 and CSS3: Ability to use HTML5 and CSS3 to build responsive, attractive and compliant user interfaces.

Problem Solving: Ability to analyze problems, identify appropriate solutions, and implement them effectively. Etc

EXPERIENCES

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Help develop expedition platforms using React js, typescript and react query. Design responsive and attractive UI components. Collaborate with the design team for optimal user experience. Improve application performance by optimizing code and using efficient rendering techniques. Integrate applications with backend APIs using RESTful services. As well as using tools like Redux for state management and Webpack for bundling.

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Development of reactive web applications for e-sport platforms using React js and React Native. Develop and maintain a clean, easy-to-maintain code architecture. Optimizing application performance through monitoring and fixing identified issues. As well as implementing a global state management system with Redux to ensure good synchronization between UI components.

EDUCATION

S1 - Universitas Negeri Padang (2013-2017)

During my studies, I gained extensive knowledge of informatics, education, and engineering. I have a solid understanding of programming, databases, computer networking, user interface design, and information systems. I finished on time with a 3.46 GPA.

LEADERSHIP

When I was a student I led the Software Engineering community (RPL) in 2015 and did coding lessons and held programming events for Informatics students.