Christian Jonathan

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Education

Bandung Institute of Technology   Bandung, Indonesia
B.Sc. in Computer Science   *Expected Graduation : October 2020*
- Cummulative GPA : 3.32 / 4.0
- Relevant Coursework : Algorithm and Data Structures, Logics of Informatics, Object Oriented Programming, Database, Probability and Statistic

Experience

Paper.id   Jakarta, Indonesia
Software Engineering Intern | Backend Team   May 2018 - August 2018
- Converting payment, invoices, order data into pdf which user can download it and changed the layout of it.
- Changed email layout contained with invoices data to user.
- Built e-form loan application CRUD function using meta data in database.
- Built filter function and global filter in sales invoice.
- Developed using Laravel 5.2 Framework, MySQL, HTML, CSS, PHP

Bandung Institute of Technology   Bandung, Indonesia
- AMI Sponsorship Division : January 2017
  (Aku Masuk ITB) AMI is a big annual event in Bandung Institute of Technology which is intended for introducing ITB to senior highschool student. This Experience helps me to learn how to communicate with a company.
- ARKAVIDIA Expo Division : February 2018
  Arkavidia is a big event for HMIF ITB (Himpunan Mahasiswa Informatika ITB) which purpose is to organize IT Festival Arkavidia 4.0 which this year theme is about startups, and my division task are to invite startup to fill our booth and explain about startup potential and role. This experience not only make me communicate with companies but it build teamwork.

Skills & Interests

- Languages/technologies : Proficient in C++, C, Java, PHP, HTML, CSS, Git, MySQL; familiar with Javascript, Python

Projects

- Probook (github.com/chrisjooo/probook)
  o Simple website developed using PHP (for backend) and HTML, CSS, Javascript (for Frontend)
  o Features consist of register, login, edit profile, search book, book detail, review, order and history of order.
- Battle For Olympia
  o Battle For Olympia is a turn-based strategy game that is created with a command line interface. The main goal is kill the enemy's king. This game is created using C