

William Wijaya

Experienced Fullstack Software Engineer and Designer Graphic dedicated to crafting exceptional applications.

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Relevant Experience

Full stack developer, **Mitraplus** November 2022 – Present

- Nurtured strong client relationships by translating client needs into actionable development tasks, consistently delivering high-quality software, and receiving positive feedback for dedication and collaboration.
- As a designer and frontend engineer, I will revamp and elevate the UI/UX, ensuring a more intuitive and visually appealing user experience.
- Leveraged expertise in HTML, CSS, and JavaScript frameworks (React) to craft responsive, interactive web interfaces that catered to diverse user devices and screen sizes.
- Designed and implemented robust server-side APIs and services, catering to the core functionality of web applications, and optimizing data handling through efficient database management.

Image Editor, **Mindreach** April 2021 – June 2022

- Proficiently edited and retouched images using Adobe Photoshop to enhance their quality, ensuring they meet the desired visual standards.
- Applied precise color correction techniques to maintain color accuracy and consistency across images, ensuring they align with branding guidelines and project requirements.
- Elevated the quality and visual appeal of images, contributing to the overall impact of marketing materials and advertisements.

Graphic Designer, **Freelance** August 2021 – June 2022

- Created captivating and visually appealing banners and posters for a diverse range of clients, tailored to their specific needs and objectives.
- Utilized advanced Photoshop skills to manipulate images, apply creative effects, and craft striking visual compositions that met client expectations.
- Maintained brand consistency in designs, helping clients reinforce their brand identity and recognition.

Skills

Programming Languages

JavaScript, TypeScript, HTML, CSS, Sass, Dart, SQL, Golang

Libraries & Frameworks

React, Next.js, React Native, Vue.js, Express.js, mongoose, GraphQL

Tools & Platforms

Git, GitHub, Vercel, Heroku, Docker, Firebase, Figma, mongoDB, PostgreSQL, Microservices, Adobe Photoshop

Projects

Pokémon Collection a web-based Pokémon Gacha game using React. For the server-side, I am utilizing Express.js. If you are interested in trying out my game locally, please ensure that you have the server running. You can find instructions on how to run the server-side on my [GitHub repository](#).

Stackun

It's sliding puzzle game using React with a 4x4 grid. The code is pretty simple, and I've given it a wooden theme for a cozy feel. Go checkout how i make it on my github

Admin Template I develop React-based admin templates that are responsive and leverage the EChart library for interactive charts.

Education

Hacktiv8 Bootcamp – Fullstack JS

June 2022 - October 2022

SMA Providentia - Science

Oktober 2017 – December 2020