**1. What have you learned in the past three months as a Software Engineer?**

I learned about back-end development with Node.JS, MongoDB, and Redis. Node.JS enables the creation of a server very quickly and simply. MongoDB also enables us to create databases very quickly without the real need of creating structured tables in implementing phase. Redis makes loading data from database much quicker than from MongoDB, but for the items that are frequently loaded.

On front-end I learned on using React with Bootstrap. I learned about using Promises, which can be used to ensure that a user can properly see the status of the application (whether it’s loading or finished loading, or other states).

I learned on how to unit test properly using Jest. It made sure all the codes I created are working without much effort like manual testing. I also learned on using Heroku to deploy some of my projects, so it can be shown to public on a free server.

**2. Describe the project (Internal/Freelance) that you think is the most complex and challenging that you have ever made.**

In my last company I worked, I lead a team to build a mobile app builder platform. It enables the users to create mobile apps without the need to code or hire a programmer to do it. After 3 years, we had more than 1500 apps published in Google Play Store, all created by the users themselves. The market we targeted was mostly SMEs.

The mobile app builder platform had to be simple (to attract customers to create an app and to show you can do it easily and quickly), flexible (easy to customize and has lots of features), reliable (making sure the app works well, minimum bugs). To achieve this, we separated the easy-looking builder and CMS on a different menu because some unaccustomed users will be shocked to see a more complex CMS.

I took part as a full-stack engineer, able to understand and maintain the builder, CMS, API, and the created apps since the project creation until it was in production. I lead a team to handle the technical support on creating the app, and maintaining the production code making sure there are minimum errors in the platform.