ERIC WIJAYA

SOFTWARE ENGINEER

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https://ericwijaya16.github.io/portofolio-website/

Backend Software Engineer with over 2 years of experience building and improving backend systems, especially for financial and credit card transactions. Skilled at working in both small and large teams on various banking projects. Achieved measurable results such as reducing processing time and improving system reliability. Focused on delivering secure, high-quality solutions while working closely with different teams to turn complex needs into practical and scalable backend systems.

PROFESSIONAL EXPERIENCE

Software Engineer, PT Finexus Jakarta   **Dec 2022 - Apr 2025**

- Built and maintained backend systems for financial services and credit card processing, including 8+ services for payments, messaging, and card creation.
- Improved end-of-day processing runtime by 30% and delivered 3+ major updates with zero critical post-deployment issues.
- Managed job scheduling, deployments, and SIT/UAT testing with a focus on reliability, minimal downtime, and meeting client requirements.
- Designed data recovery queries for 10,000+ accounts, preventing financial discrepancies and ensuring smooth operations.
- Resolved 12+ weekly enhancements, bug fixes, and client support requests, maintaining 97%+ client satisfaction.
- Responded, identifying root cause, and provided a solution to production incidents within 30 minutes, quickly restoring system stability.
- Worked closely with overseas clients and cross-functional teams to align requirements, address concerns, and deliver solutions.
- Gained strong expertise in credit card operations, including issuance, fee and interest handling, minimum payment calculation, installment plans, and statement generation.
- Produced clear technical documentation and collaborated on test planning, executing an average of 50 test cases per feature and 2 test plans per week.

IT Teacher Intern, PT Generasi Kode Cerdas (KodeKiddo)   **Aug 2021 - Feb 2022**

- Developed customized curricula for Python, Web Development, and Android programming, increasing student engagement by 20%.
- Delivered technical lessons in logical analysis, programming fundamentals, and application development to students aged 8–18.
- Built strong relationships with students, parents, and administrators, enhancing overall learning satisfaction.

EDUCATION

Bachelor of Computer Science | GPA 3.15 / 4.00   **Sept 2018 - Des 2022**

University of Bina Nusantara
- Major in Software Engineering.
- Thesis on "Development Android-based Application for Selling Component and Peripheral Computer".
- Active member of HIMTI (Himpunan Mahasiswa Teknik Informatika)
- Event Organizer at COMPUTERUN 2020 and HIMTI WORKSHOP 2020

Graduate Android Development Track   **Feb 2020 - Aug 2021**

BANGKIT ACADEMY 2021 BY GOOGLE, GOTO, TRAVELOKA
- Final Project – Everyone's Vigor Auxiliary (EVA)
  - Developed a people-counting system for compliance with room capacity limits.
  - Used motion sensors + machine learning for accurate detection.
  - Built a cloud backend for real-time monitoring via mobile app.

TECHNICAL SKILLS & LANGUAGE

Programming Languages: Java, SQL, HTML & CSS, JavaScript, Shell Script

Databases & Systems: MySQL, PostgreSQL, Linux Operating Systems

Frameworks & Tools: Spring Boot, Git, SourceTree, Jira

Languages: English, Indonesia