FAZRIL SYAVERAL HILLABY

FULLSTACK WEB DEVELOPER

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SUMMARY

Fullstack Web Developer with strong experience in building scalable web applications using Laravel, Livewire, React.js, and Next.js. Currently preparing for the WorldSkills ASEAN competition in Web Technologies and expanding backend skills by learning Golang. Proven track record in startup environments, system architecture, and national-level competition achievements.

TECHNICAL SKILLS

Programming Languages:
- C, Javascript, PHP, and Python

Technologies and Tools:
- Arduino, Raspberry Pi, React.JS, Next.JS, Expressjs, Laravel, MongoDB, MySQL, Git, Docker, and Prisma

WORK EXPERIENCE

FreshVora | Founding Member   **Nov 2024 - Present**
Backend Developer
- Initiated early-stage outreach by **communicating** with **potential business partners** and **school leaders** to build **collaboration opportunities**.
- Contributed to **identifying core problems**, formulating solutions, and discovering potential business opportunities.
- Participated in strategic discussions to **define the startup's direction** and validate its value proposition.
- Took on the role of backend developer in later stages, managing **server scalability** and selecting efficient technologies for application development.
- Developed **robust server-side logic**, including RESTful APIs to support frontend integration and system functionality.

Cursebyte (VerdantNS) | Founding Member   **Dec 2022 - Jan 2024**
Fullstack Developer
- Managed internal **team communication** to ensure effective collaboration and project alignment.
- Led the **technological direction** of the team, including **stack decisions** and **development workflows**.
- **Designed and maintained** internal systems, processes, and standard operating procedures.
- Contributed as an **internal developer**, **building and maintaining** internal tools and features.
- Actively worked on **client-acquired projects**, taking part in both development and execution.

PT. Karya Edukasi & Teknologi Digital | Internship   **July 2024 - Dec 2024**
Fullstack Web Developer
- Developed the commercial SaaS application **Sekolahawan.id** using the **TALL stack (Tailwind CSS, Alpine.js, Laravel, Livewire)** with **Laravel Tenancy** to enable multi-tenant architecture.
- Implemented a robust authentication and authorization system with role-based access control for **copywriters**, **super admins**, **school administrators**, and other user roles.
- I **collaborated** with a team using tools such as **Slack**, **Azure DevOps**, and other project management software.

EDUCATION

Bachelor of Computer Science   **Expected Graduation: 2029**
Bina Nusantara University

Computer and Network Engineering   **Graduated: 2025**
SMKN 1 Kota Tangerang

HONOURS & AWARDS

Silver Medal at Indonesian Skills Competition   **Jakarta, Indonesia**
Ministry of Manpower (Kemenaker) RI | *Web Technologies*   November 10th 2024
- Developed a car installment platform that manage society data, including validating society eligibility, setting income thresholds to qualify for spesific car types, and providing real-time updates on installments applications.
- Developing a 2D maze game using HTML, CSS, and Javascript, featuring a player and multiple dogs depending on the selected level. The games includes destructible walls using bombs, and utilizes the Depth-First Search (DFS) algorithm to allow the dogs to find the shortest path to the player.
- Completed various small-scale programming tasks involving HTML, CSS, JavaScript, and PHP.

Gold Medal at Student Skills Competition (LKS) National Level 2024   **Lampung, Indonesia**
Ministry of Education (Kemendikbud) RI | *Web Technologies*   August 24th 2024
- Developed an online course platform named WebTech Academy, featuring two interfaces: an admin panel (API-only) to manage lessons, and a user interface for participants to access and complete available lessons. The backend was built with Laravel and the frontend with React.js.
- Create a simple 2D maze-themed game using HTML, CSS, and JavaScript, where the objective is to reach the finish line on the right side of the screen. The main challenge was generating a random maze while ensuring at least one valid path to the finish. Utilized the Breadth-First Search (BFS) algorithm to verify the existence of a solvable path.
- Completed various small-scale programming tasks involving HTML, CSS, JavaScript, and PHP.

Gold Medal at Student Skills Competition (LKS) Banten Province 2024   **Tangerang, Indonesia**
Ministry of Education (Kemendikbud) RI | *Web Technologies*   August 24th 2024
- Developed an online browser-based gaming platform that consists of a Developer Portal for game developers to upload their games, an Administrator Portal for managing users and game content, and a Gaming Portal where users can play games directly in the browser. The project focused on delivering a Minimum Viable Product (MVP), with the Gaming Portal being fully functional, while the Developer and Administrator Portals were partially implemented.
- Developed a 2D shooting game using JavaScript, where the player (Shooter) can aim at targets by moving the cursor and shoot by clicking the left mouse button. Players can switch weapons by pressing the Space key, and select their target and weapon from the welcome screen before starting the game.

ADDITIONAL INFORMATION

- **Languages:** English, Indonesian.
- **Certification:** Certified KKNI Level II Computer Network Engineering.
- **Projects:** All of my projects can be accessed through www.fazrilsh.com