

Girvin Junod

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Notable Experiences

Software Engineer Intern

May 2023 - August 2023

Bank OCBC NISP

- Worked in a team of five to build a digital wallet application using Go, React, and PostgreSQL for mobile web.
- Implemented responsive design principles to create the UI/UX for the digital wallet application.
- Responsible for developing the entire transaction system for the digital wallet application.

Software Engineer Intern

June 2022 - September 2022

PT DAnS Multi Pro

- Developed multiple APIs for various enterprise web applications using Node.js, MySQL, Redis, and RabbitMQ.

Backend Engineer (Part-time)

December 2021 - July 2022

Kenangan.com

- Responsible for the backend development of the company's web application and mobile application
- Developed a payment gateway to handle user transactions such as payments and disbursements.
- Implemented push notification functionalities using Firebase Cloud Messaging for various events.

Computational Science and Engineering Laboratory Assistant

August 2021 – Present

Institut Teknologi Bandung

- Selected from 60+ applicants and completed the selection process with the highest score.
- Responsible for facilitating the teaching and grading for multiple courses that are under the Computational Science and Engineering Laboratory such as Discrete Mathematics and Algorithm Strategies.

Notable Projects

[Social Network Analysis Application ITB](#)

- Developed a social network analysis application for the Artificial Intelligence Center of ITB (U-CoE AI-VLB).
- Developed a multi-label hate speech classification model for Indonesian social media text for the application.
- Responsible for implementing Facebook data scraping features to gain data for the application.
- Developed functionality for processing and visualizing hate speech data for the application.

[Diorama.id](#)

- Developed a full stack mobile application that is able to save and share the user's photos, videos, and messages.
- Responsible for building and developing the backend of the application using Golang and PostgreSQL.

[Dorayaki Factory Server and Dashboard](#)

- Developed an API for a dorayaki factory to serve the logistics of various dorayaki online stores.
- Created an interactive dashboard that allows admins to easily keep track of supplies and requests from stores.
- Implemented data caching using Redis to boost the dashboards performance and load time.

[Chadbot](#)

- Developed a web-based chatbot application that is able to add, update, delete, and show the user's to-do-list.
- Worked in a team of three people to build the app using tools such as React, Express.js, and MongoDB.
- Responsible for the backend and implemented the algorithm to parse the user's input for the chatbot.

[BantuKurir](#)

- Developed a web-based application with animations to solve the Traveling Salesman Problem for couriers.
- A solo project built using React for the front end, Flask for the back end, and MySQL for the database.
- Implemented graphs and animations to the application which greatly increases user's engagement.

Skills

Programming Languages:

TypeScript, JavaScript, Go, Python, PHP, Java, Kotlin, Dart, C#, C/C++

Technologies:

Node.js, React, Next.js, Vue.js, Svelte, Tailwind, Docker, MySQL, PostgreSQL, MongoDB, Redis, Flutter, Figma, Git

Education

Institut Teknologi Bandung – Bandung, Indonesia

Aug 2019 – July 2023

Bachelor of Computer Science/Informatics - Cum Laude

GPA: 3.83/4.00

Relevant Coursework:

Object Oriented Programming, Algorithm & Data Structure, Web-based Application Development, Database, Database Management, Algorithm Strategies, Software Project Management, Computer Networks, Software Engineering, Programming Fundamentals, Computational Logic, Human Computer Interaction, Operating System.