HANA WIDYATARI

CV / RESUME

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https://github.com/hanaw23

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SUMMARY

A technology and design enthusiast with experienced in website projects and scientific papers. Loved to explore and learn about web programming especially using javascript. Skilled in web developing, 3D modelling, and managing data.

PROFILE

Date of Birth : Jakarta, 23 November 1997
Gender : Female
Nationality : Indonesia

PERSONAL SKILL

- Ability to work with partners and teams
- Hard working and desire to learn something new
- Responsible, patience, and enthusiasm

EDUCATION

Institut Teknologi Sepuluh Nopember
ITS
2015-2019

GPA: 3.58 / 4.0

Department of Geomatics Engineering
Faculty of Civil, Environmental, and Geo Engineering

PROFESSIONAL SKILL

- Ability in programming with strong logic and debugging.
- Ability to make design web using Javascript, CSS, HTML, ReactJs, Tailwind, and Boostrap framework.
- Ability to code as web developer using MERN (MongoDB, Express, ReactJS, node) stack.
- Ability to use version control system such as git, github, and gitlab.

THESIS

Development of Virtual Reality Geographic Information System (VR-GIS) for a Cultural Heritage (Case Study Sari Temple)

WORK EXPERIENCE

Mar 2022

Contract Work - Bandung

RADYA LABS
(PT. RADYA ANUGRAH DIGITAL)
(Remote Work)

May 2022

JUNIOR FRONTEND DEVELOPER WEB

- Made a CMS web using typescript language.
- Translated a web ui for website from UI/UX design into code using ReactJs with NextJs and Tailwind as the styling.
- Fetching API from backend to frontend using axios.
- Made the web interactive and functional. Example: made validated form using Yup, React portal, drawer, and modal.
- Worked with version control bitbucket and Git.

Jun 2021

Contract Work - Jakarta

MINISTRY OF AGRARIAN AFFAIRS AND SPATIAL PLANNING

Sept 2021

REVALIDATION AND QUALITY CONTROL OFFICER

- Verified the population of database in the KKP's website.
- Revalidated the digital land books database in the KKP's website based on the physic of the land books for Centre of Jakarta area.
- Added and corrected the textual mistakes from the digital land books in KKP's website.
- Weekly progress of revalidation reported by officer to the Ministry of Agrarian Affairs and Spatial Planning.

Feb 2019

Internship (Thesis) - Bandung

PT. INOVASI GEOMATIKA INDONESIA

Aug 2019

ANALYST AND DEVELOPMENT ENGINEERING

- Reconstructed laser scanner, terrestrial, and aerial photogrammetry data into 3D point cloud.
- Compiled the laser scanner, terrestrial, and photogrammetry 3D point cloud.
- Build the compiled 3D point cloud into 3D model object and justified the detail of 3D model object.
- Created virtual reality (VR) from 3D model and attached some information about the object.

COURSE AND TRAINING

Jan 2022

Online Bootcamp Course - Jakarta
Binar Academy

Jul 2022

BOOTCAMP: FULL-STACK WEB DEVELOPER

- Learned to code using javascript language.
- Learned to design web using basic HTML, CSS integrated with DOM (Document Object Model), ReactJS, and boostrap framework as frontend side.
- Learned to code with REST API and backend side using MERN (MongoDB, Express, ReactJS, Node) stack.
- Learned version control sytem and state management such as redux.
- Learned about testing using Jest, eslint, and CI/CD using GitHub Action.
- Build an individual website project with monolithic architecture.
- Build a team project (e-commerce and admin panel website) with micro service architecture and deployed it.

Mar 2021

Online Course - Jakarta
HACKTIV8

Mar 2021

FUNDAMENTAL OF NODEJS

- Learned to code using javascript, implemented with logical javascript projects, live code, and challenges
- Learned to design web using basic HTML and CSS integrated with DOM (Document Object Model).
- Build an e-commerce web project with teammate.

Sept 2020

Online Training - Bandung
Geo-software Community

Oct 2020

PYTHON IN GEOSPATIAL AND GEO-SCIENCE

- Learned and trained about basic and conditional case about python 3.
- Learned about data structure and machine learning.
- Overviewed about the application of phyton 3 in Geo-sciences and Geo-spatial.
- Practiced to solve problem in Geo-physic case using python 3.

ACHIEVEMENT

2017

- Geo-Innovation Bootcamp BIG 2017 - National:
  Presented the innovation of GPS (Global positioning System) for helping the visitors of Tunjungan Plaza Mall Surabaya to looking for parking lot.
- PKM KC national 2017 funded by DIKTI - National:
  Created and presented the Arduino and GPS technology innovation for helping blind people to walk in public places.
- Forum Commtech Integrated Initiative 2017 – International:
  Speaker for the international forum. Presented the Arduino and GPS technology.

2017

ORGANIZATION

2015

- HIMAGE ITS (Himpunan Mahasiswa Geomatika)
  Department/Major Scale
  Position: Member of organization
- IMGI (Ikatan Mahasiswa Geodesi Indonesia)
  National Scale
  Position: Member of organization

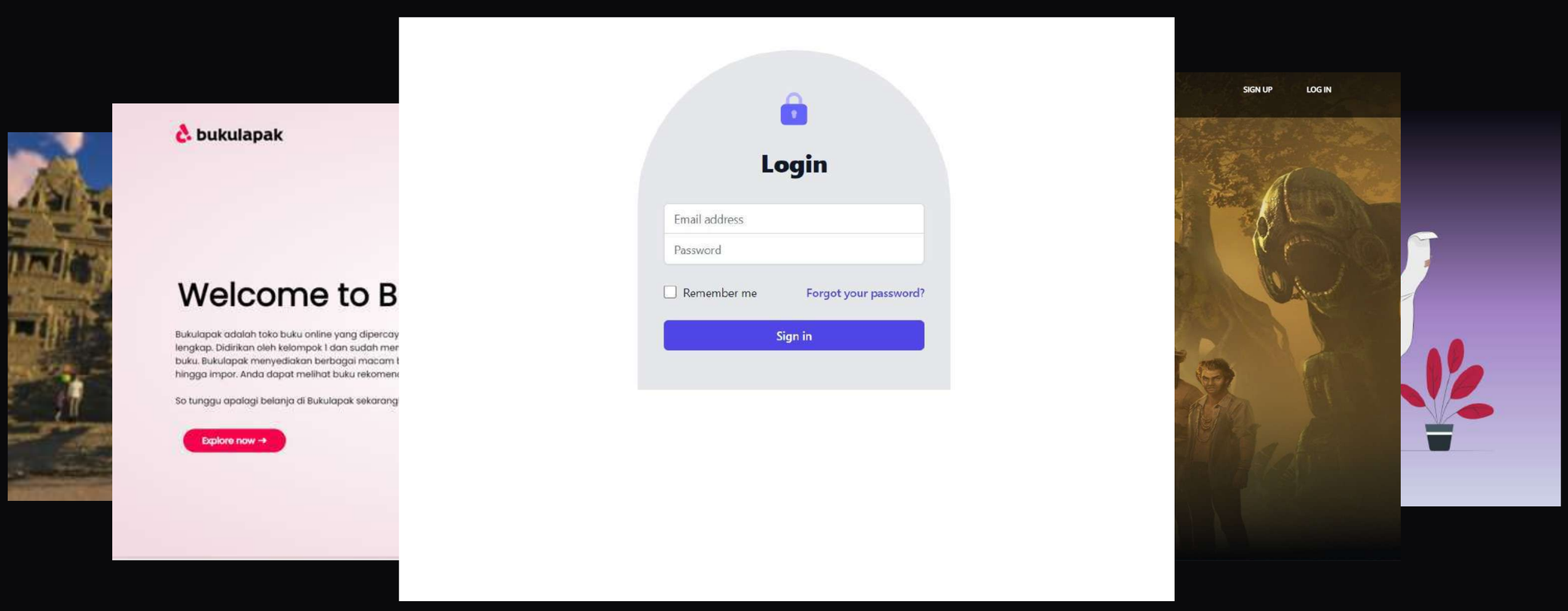
2019

TECHNICAL SKILL

- Programming Language:
  Javascript, Typescript, Python
- Frontend Tools:
  HTML, CSS, Boostrap, Tailwind, ReactJS, NextJs
- Backend Tools:
  NodeJS, Express
- Databases:
  PostgreSQL, MongoDB, CMD Build
- Control Version System (CVS) and Deployment:
  GIT, GitHub, GitLab, Firebase, Vercel, Heroku
- Others:
  ArcGIS, Agisoft Photoscan, Sketchup, Lumion, AutoCAD, Adobe Illustrator, ArchiCAD

Hana Widyatari

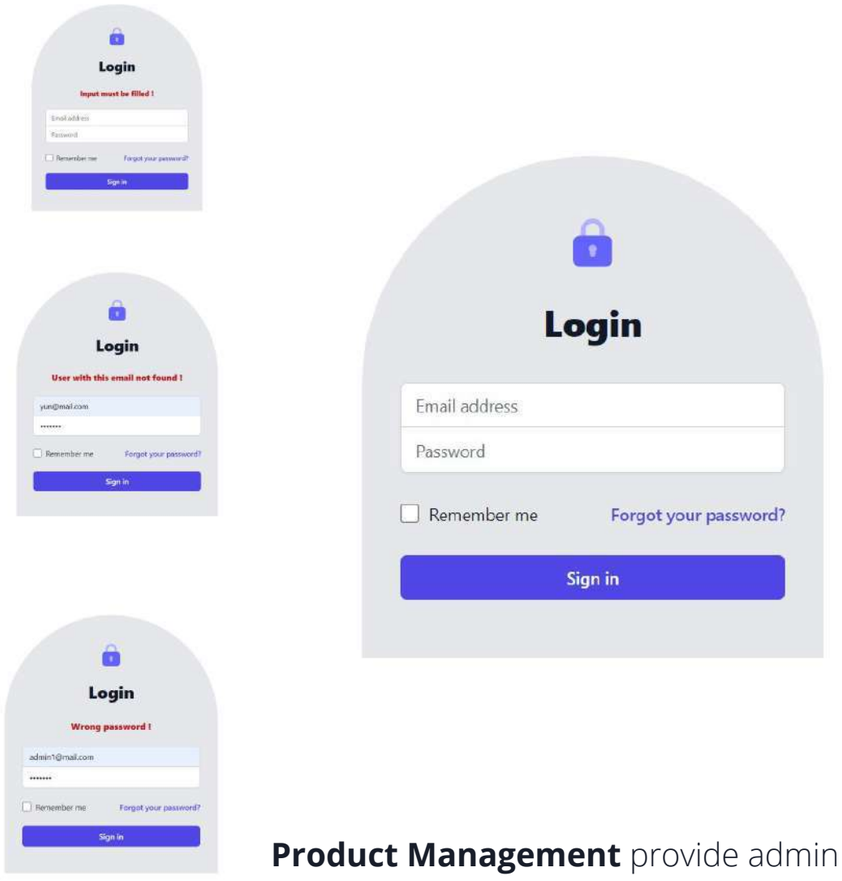
Web Developer



Explore my Works

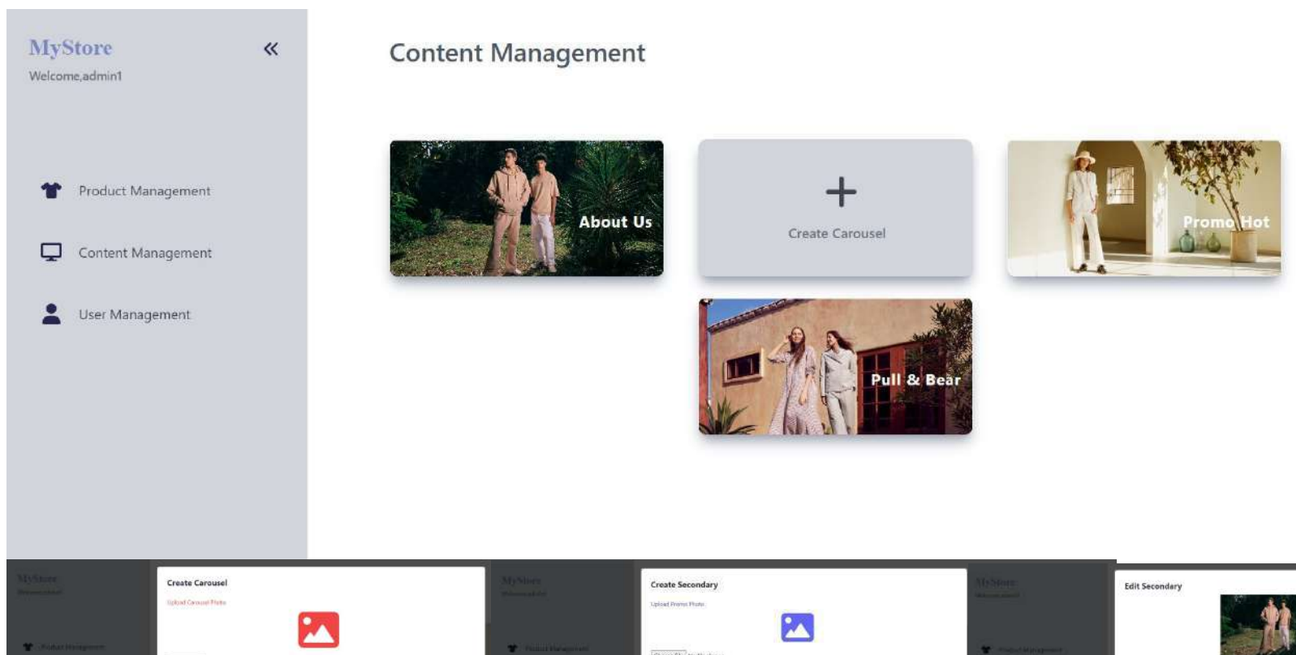
PORTOFOLIO

The Admin Panel
MyStore e-Commerce



Frontend side - The Admin Panel web (CMS) provides admin to manage not only the contents but also products and users of MyStore e-commerce web landing, using javascript language with Next Js and Tailwind CSS for styling. The code has already implemented redux management state on fetching API (axios) and deployed using vercel. Admin can login with an account that already has registered through server (POSTMAN). If the admin doesn't has an account yet or input the password wrongly, there will be an alert with a red message pop on the screen.

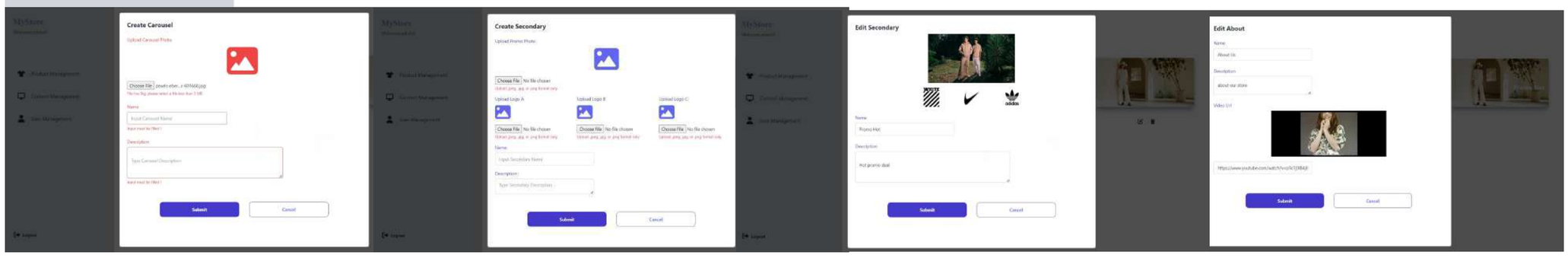
Product Management provide admin to add, edit, and delete products. The form has supported with a manual form validation, when the form still empty, the admin can't submit the form there will be warning with a red message pop on the screen.



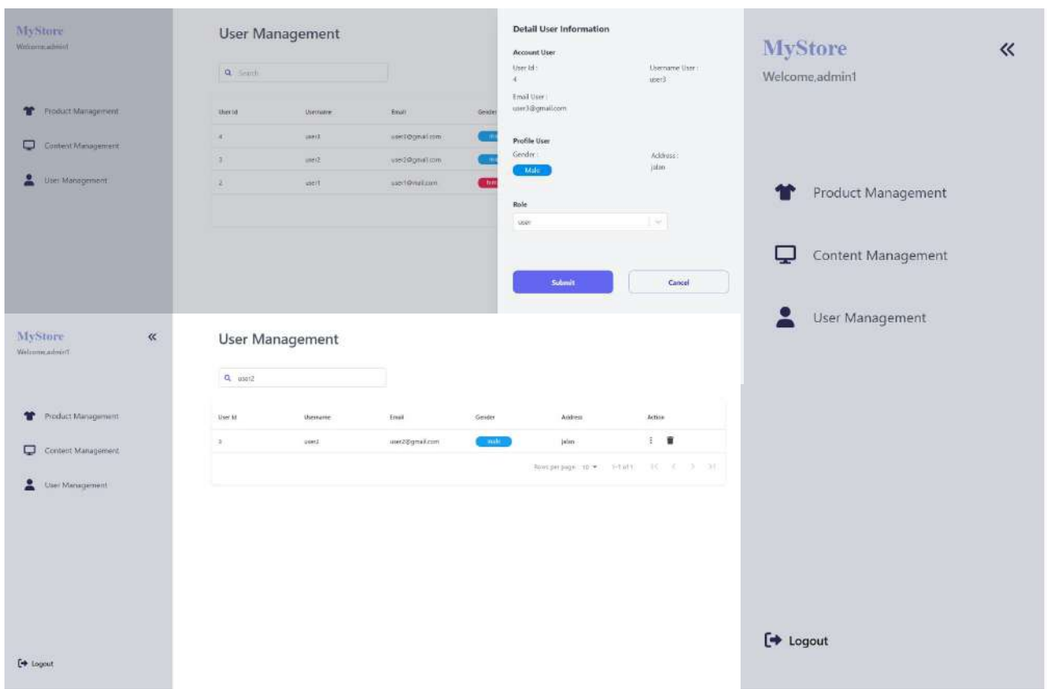
Content Management provide admin to edit, add, and delete 3 elements of content in the web landing , there are About, Carousel, and Promo.

The Carousel Content has a limit for uploading image, only less than 3 MB size that will success to upload. The About Contain handles the URL video using react player library, so the admin can check if the video URL is right or wrong.

Deployed & GitHub URL:
https://mystore-adminpanel-nextjs.vercel.app/
https://github.com/hanaw23/AdminPanel-myStore

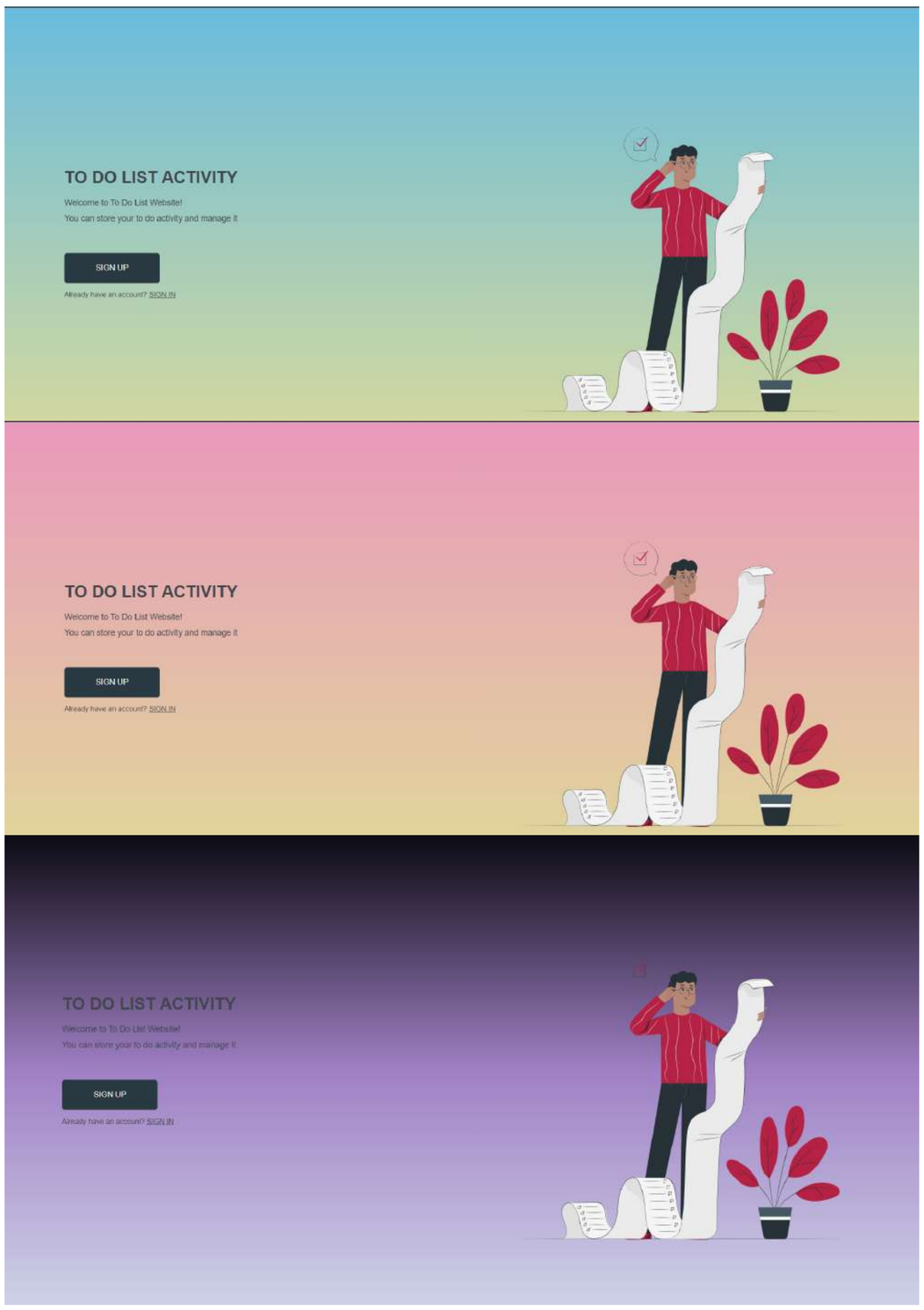


User Management contains user detail information and admin can change the role from user to admin.

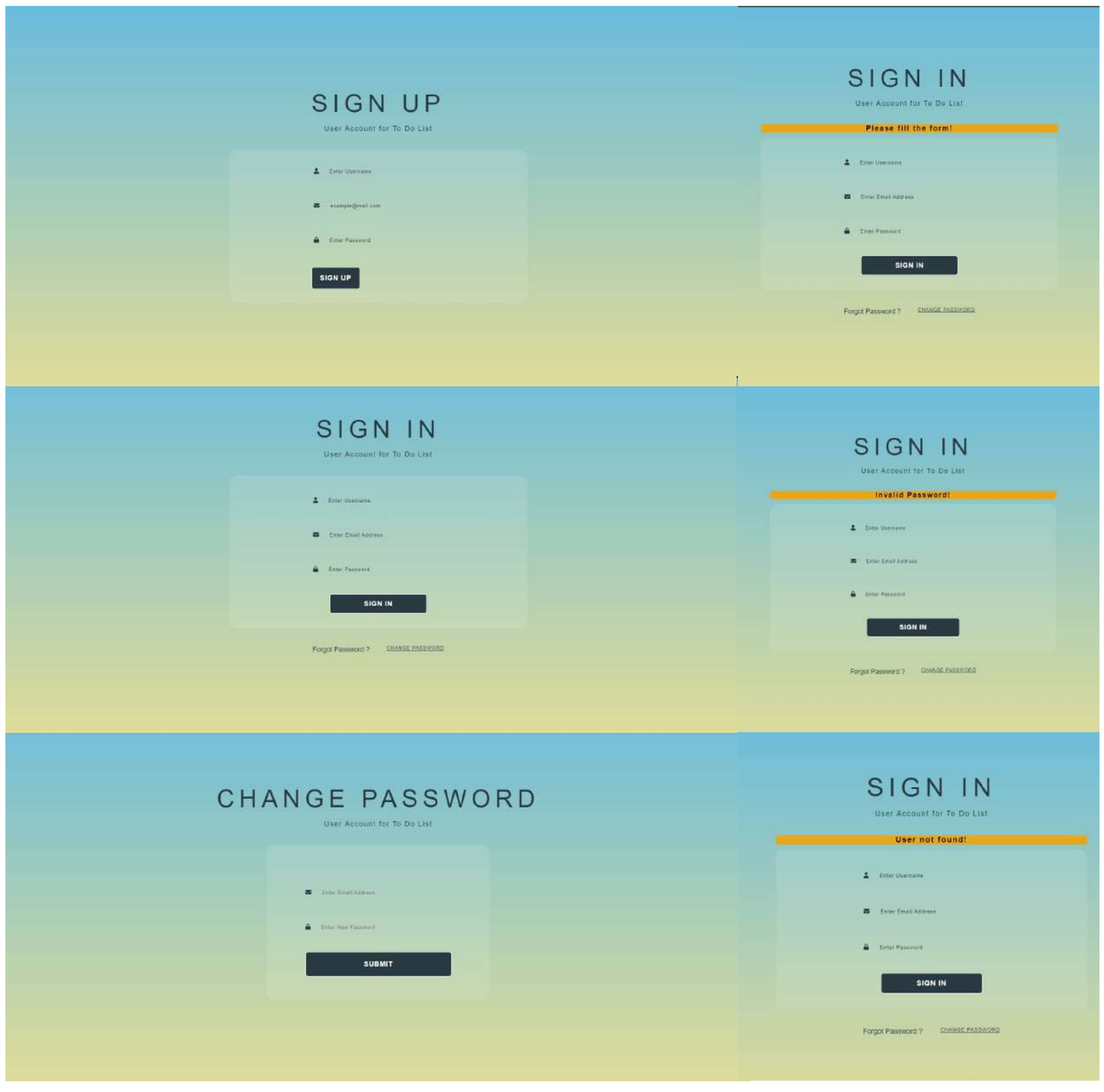


TO DO LIST - Activity

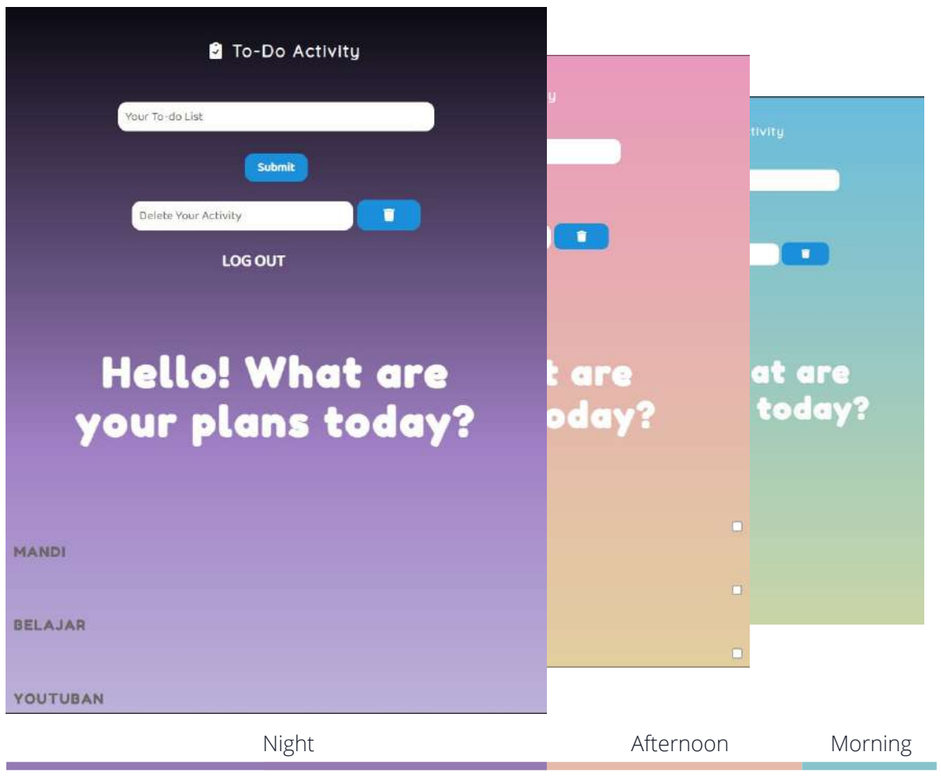
The Website - provide to manage user's to do list activity, user can add, delete, and mark freely. The background color of this website can change depends on the time whenever the user open it. Provides with 3 themes morning, afternoon, and night.



Backend Side - Using express node JS, sequellize, and postgre SQL for the database, there are 2 models, user table that contains user information like email, username, and password and to do list table. These two models is related from one to others. This project implemented the monolithic architecture.

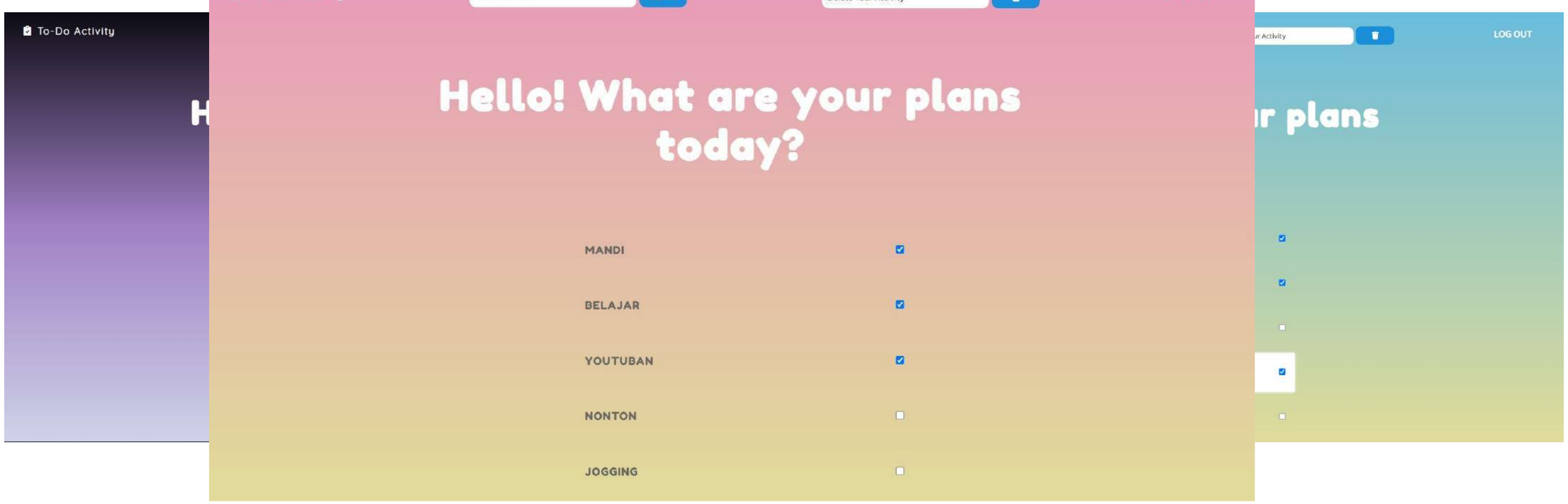


Frontend Side - Using EJS and vanilla CSS for styling, this website has already responsive.

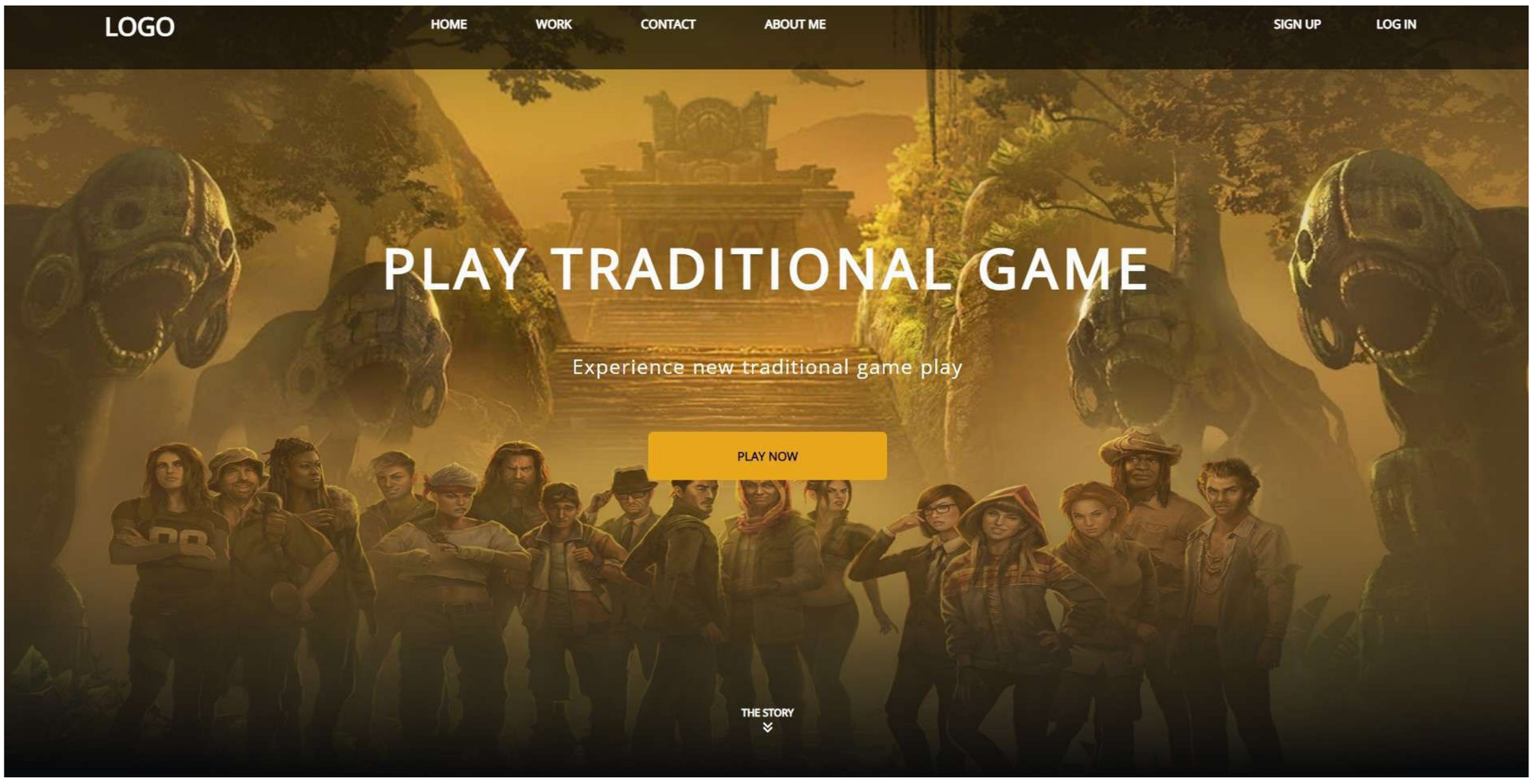


Account Form - The user make a new account from sign Up form, login from sign in form, and if the user forget the password, user can change their password with fill the change password form. The forms have already supported with manual validation.

GitHub URL:
https://github.com/hanaw23/To-Do-List



Suit Game Website - User vs Computer

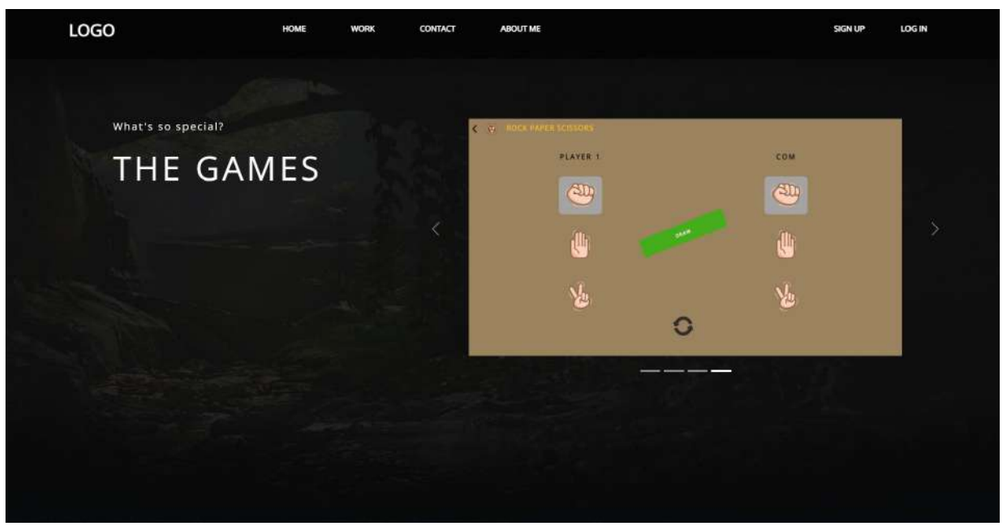


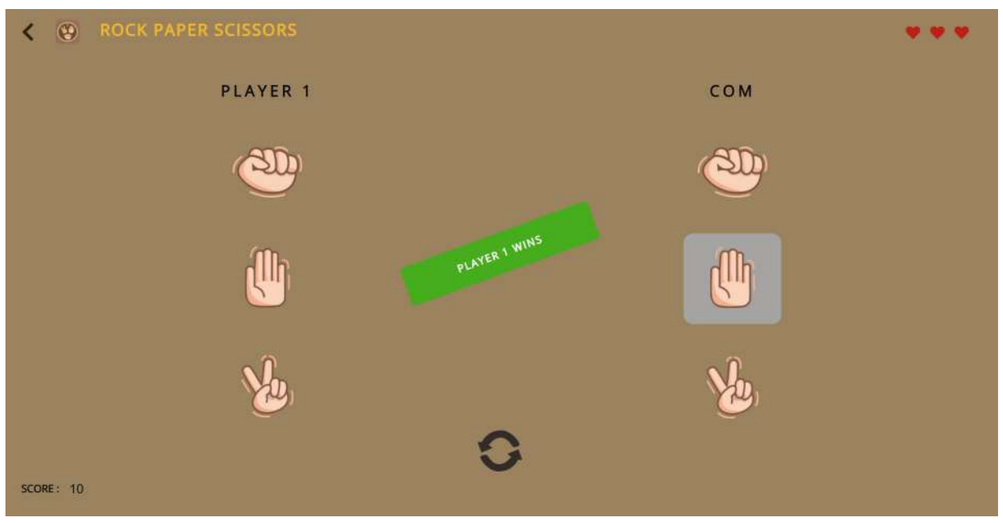
" The Game - If the user wins then the score will add 10 points but when computer wins, user will lose 5 points from their current points and there's no addition or subtraction for a draw condition. When the heart bar turn into black three times so the game is over. **"**

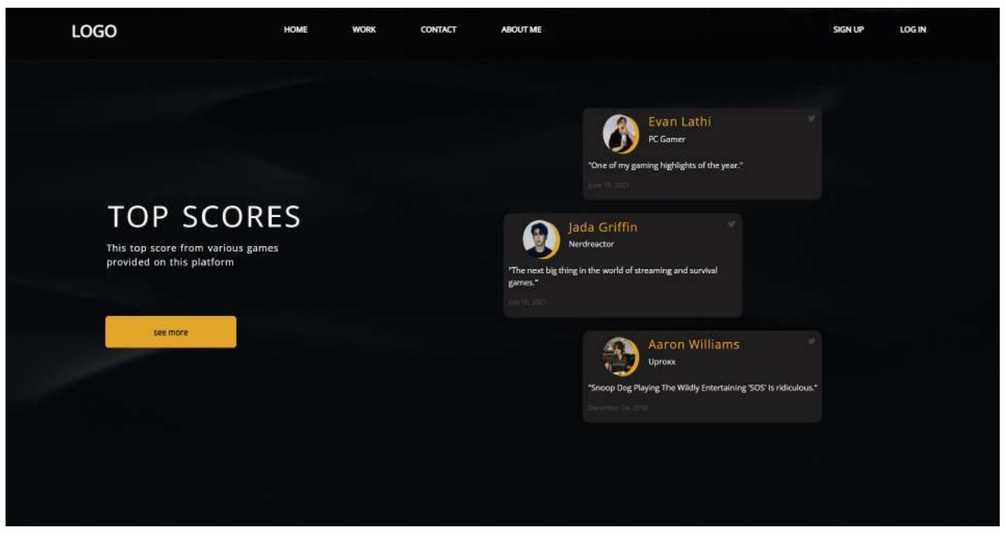
Frontend side - The Suit game website give an experience for user to challenge computer to play java traditional suit game, using javascript, EJS, and Bootstrap CSS for styling.

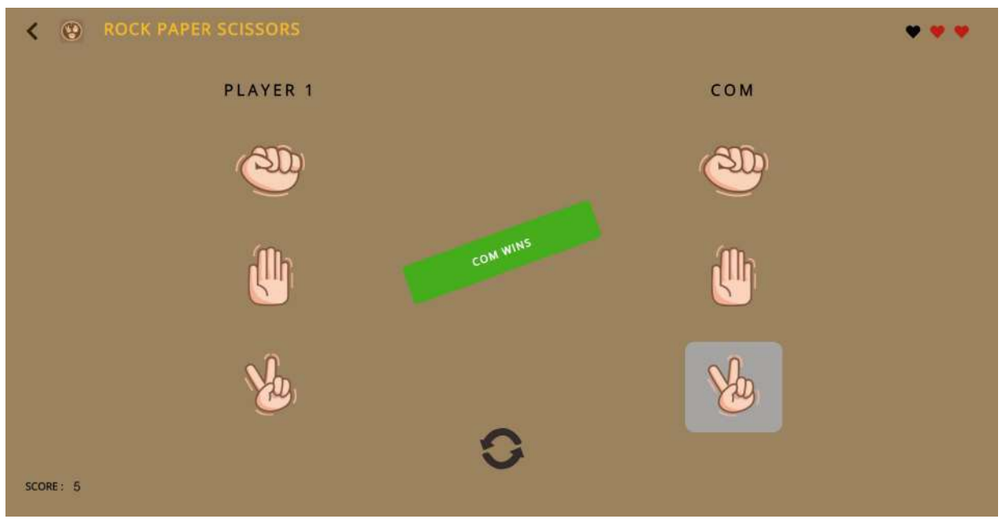
GitHub URL:
https://github.com/hanaw23/Traditional-Game

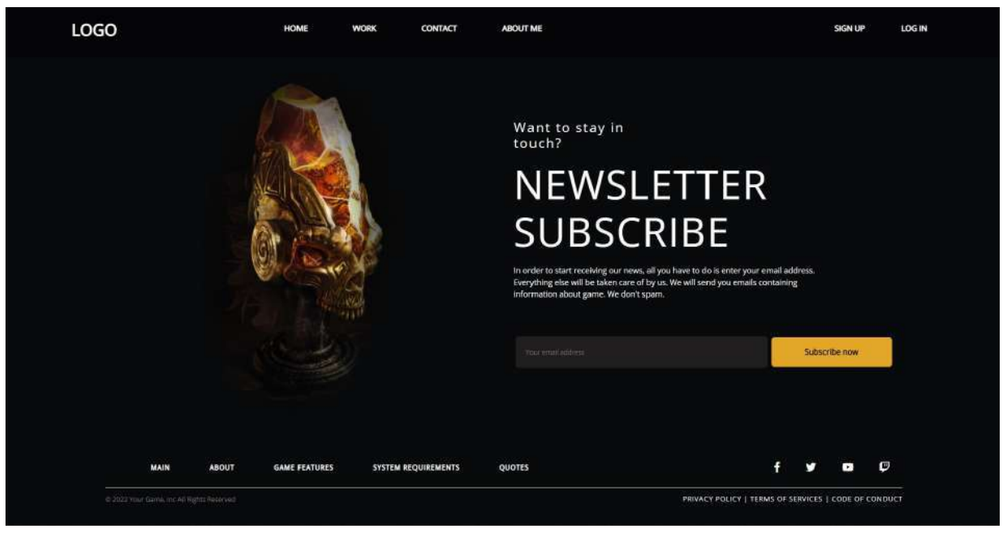
Backend side - Using express node JS, sequellize, and postgre SQL for the database, there are 3 models, user table that contains user information like email, username, and password, score model, and comments model. These three models is related from one to others. This project implemented the monolithic architecture.







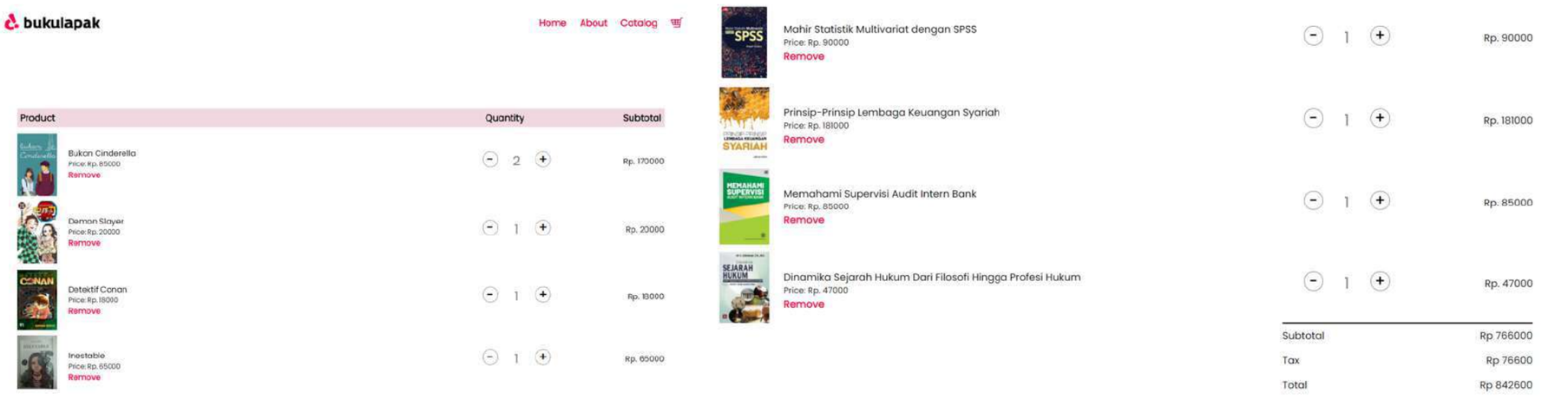




BUKULAPAK - Book Store e-Commerce

The Landing Page Website - present for users to buy books easily. The home page of the website shows every new books that recently added from admin and also users can see the review from stars rate. Our website provides many kind of book such as comics, novels, medical, etc. If users have decided to buy the books, the cart page appear to count your total amount of the books that user want to buy.

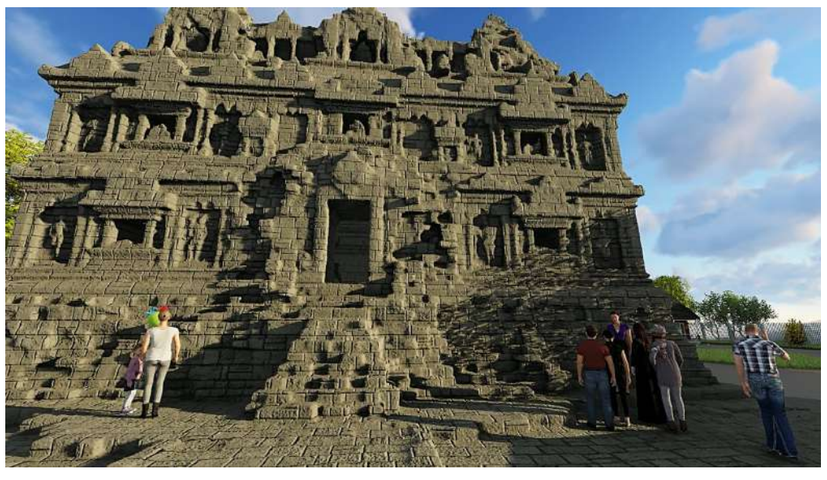
Frontend side - using javascript language with a basic vanilla HTML and CSS for styling.



Virtual Reality GIS (VR-GIS)
Sari Temple

The Virtual Reality GIS - created from a 3D model object using photogrammetry and terrestrial laser scanner raw data. After the 3D object finished, the next step was designed the temple environment and put the 3D model object into the virtual reality software. Added the textual information of the temple such as history, geographic, etc. The users can enjoy this virtual reality in their mobile phone supported with VR equipment such as VR box, google VR cardboard, etc.

Interior - users would have an experience the Sari Temple not only from the exterior of temple but also the interior side. The VR-GIS has already on the level detail of 4, which is the highest level of 3D object detail classification.



Exterior - users can experience the Sari Temple using virtual reality like in the actual condition. The exterior side using 3D raw data, there are aerial photogrammetry, terrestrial photogrammetry, and terrestrial laser scanner.