

Wishnu Hazmi Lazuardi

Brisbane, Queensland | hazlazuardi@gmail.com | 0422522848 | GitHub: <https://github.com/hazlazuardi>
LinkedIn: <https://www.linkedin.com/in/wishnu-hazmi-lazuardi/> | Portfolio: <https://hazlazuardi.vercel.app/>

Summary

A double degree graduate in Information Technology, majoring in User Experience Design from the University of Queensland, and Computer Science from the University of Indonesia, with hands-on experience in front-end (React, HTML, CSS, JavaScript) and back-end (Node.js, Next.js, Prisma, PostgreSQL) development. Completed seven software projects during studies, including FinTech product development as a front-end intern. Built responsive web/mobile applications with user-centred design principles. Delivered MVPs in 3–5 months through agile collaboration with product owners, design teams, and development teams, utilising Git for version control. Seeking opportunities as a front-end developer, mobile developer, or user experience designer in Australia.

Key Skills and Strengths

- **Web Development:** Proficient in HTML, CSS, TailwindCSS, JavaScript, and React, with hands-on experience in building web applications from the ground up. Familiar with backend technologies including Node.js, Next.js, PostgreSQL and Prisma.
- **Mobile Development:** Experienced in cross-platform development using React Native and native iOS development with SwiftUI.
- **Software Quality:** Strong focus on code quality through comprehensive testing (Jest, Cypress), detailed documentation (JSDoc), and version control (Git).
- **Technical Leadership:** Led cross-functional teams using agile methodologies, collaborating effectively with designers and product owners using Jira and GitHub.
- **API Integration:** Extensive experience integrating and optimising REST APIs and third-party services.
- **Quality Assurance:** Meticulous attention to design specifications and coding standards, ensuring high-quality deliverables that meet project requirements.

Education and Qualifications

Certificate IELTS (Academic)

Overall Band Score: 8.0

Bachelor of Computer Science

University of Indonesia, Depok

- Overall GPA: 3.37 / 4.0

Bachelor of Information Technology with Major in User Experience Design

The University of Queensland, St Lucia

- Overall GPA: 5.9 / 7.0

Work Experience

7-Eleven Team Member

Mar 2024 - Present

7-Eleven, Brisbane

Enhanced communication, problem-solving, and multitasking skills by managing customer interactions and prioritising tasks in a fast-paced environment. Ranked 2nd among 12 team members in July for exceptional service and operational efficiency.

Front-End Developer Intern

Dec 2022 - Mar 2023

Telkom Indonesia, Jakarta

Telkom Indonesia is the largest telecommunications and network provider in Indonesia, serving millions of customers and providing innovative digital solutions across sectors.

- Resolved 20+ issues within 3 months by developing an internal E-Form platform from the ground up for the Financial Service team using React.js, an in-house UI library, and React Hook Form.
- Streamlined data entry for users by integrating APIs from multiple endpoints, enabling pre-populated fields for an internal E-Form platform.
- Ensured 100% adherence to user story acceptance criteria in Agile and SDLC workflows.

Front-End Software Engineer & UI Designer Volunteering

Sep 2020 - Jan 2021

Cretivox, Jakarta

Cretivox is an independent digital media and technology startup, focused on delivering interactive and educational content to a global audience.

- Redesigned the User Interface for news portal web application using Adobe XD.
- Developed the front-end with HTML, CSS, JavaScript, and Django, ensuring responsive design.

Projects

Rehat

Jul 2023 - Oct 2023

Team Leader and Lead Front-End Developer

An iOS application and an Apple Watch application, designed to detect panic attacks using AI to analyse heart rate patterns. It notifies users and offers personalised Cognitive Behavioural Therapy (CBT) strategies for recovery.

- Designed the structure of the Apple Watch application and integrated its connection with the iOS application, facilitating the team's progress on watch-specific functionality.
- Covering 20% of project features by delivering interactive prototypes using Figma.
- Resolved 34 out of 40 project issues by completing the iOS application and watch application development with React Native and SwiftUI.
- Earned a High Distinction (7/7) in the COMP2140 Web and Mobile Programming course at the University of Queensland.

Ogcisum

Sep 2022 - Oct 2022

Front-End Developer

A location-based music experience similar to Pokémon GO, available as both an iOS mobile application and a web application. The iOS application lets users play music when within 100 metres of predefined locations, while the web application enables users to create and share music samples at various locations.

- Completed 100% of feature requirements for the web application using React.js and Tone.js that lets users create and share music at specific locations.
- Accomplished 100% of feature requirements for the iOS application in React Native, incorporating geolocation to facilitate location-based music playback via a custom REST API.
- Delivered a well-documented codebase using JSDoc.
- Achieved a High Distinction (7/7) in the COMP2140 Web and Mobile Programming course at the University of Queensland.

Markaz Pilar

Sep 2021 - Dec 2021

Lead Front-End Developer

A web application designed to support Muslim communities by organising location-based social events and facilitating donations for student needs. Users can volunteer for events, donate, and track donations.

- Developed the front-end with Next.js for server-side rendering and Material UI for responsive design.
- Completed 100% of assigned Product Backlog Items (PBIs), covering 16 of 18 PBIs as lead front-end developer.
- Achieved 95%+ testing coverage using Cypress for end-to-end tests and Jest for unit tests, maintaining high-quality standards.
- Awarded "Best UI/UX Design" among five projects and recognised as "Man of the Sprint" three times across five sprints.
- Earned an A- in the Software Engineering Project course at the University of Indonesia.