Sean Zeliq Urian

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WORK EXPERIENCE

ECOMINDO (PT. ECOMINDO SARANACIPTA)
Associate Software Engineer   Jul 2024 – Present

- **Sinarmas Land - Procurement Surrounding System Project**
  - Developed a streamlined and effective online procurement and tender system for Sinarmas Land.
  - Integrated all existing processes and features from previous applications and systems, including tender processes, RAB preparation, procurement analysis, vendor management, and Purchase Order issuance.

- **IFG Life - Financial Institution Pension Fund**
  - Designed and implemented a financial operations dashboard within a microservices architecture, enabling streamlined management of transactional inflows and outflows.
  - Engineered a Kafka-based data synchronization layer, ensuring reliable, real-time consistency across heterogeneous databases and decoupled services.
  - Optimized large-scale data ingestion pipelines, significantly reducing operational latency.

PINTARNYA (PT. PINTARNYA SOLUSI TEKNOLOGI)
Software Engineer   Dec 2022 – Jun 2024

- Led the successful launch of Cari Pinjaman as a Full-Stack Engineer, delivering a robust end-to-end solution.
- Redesigned and modernized the homepage and Cari Cuan submission flow, improving usability, performance, and engagement.
- Migrated Pintarnya Employer Dashboard from Cloud Run to Kubernetes, reducing GCP VM-related costs by approximately 40%.

RUANGGURU (PT. RUANG RAYA INDONESIA)
Software Engineer (Front-End)   Apr 2022 – Nov 2022

- Optimized frame rendering performance on BrainAcademy and Roboguru apps, improving FPS by over 50% on large datasets.
- Developed a cross-platform UI kit for SkillAcademy using Tamagui, consolidating Web, Android, and iOS into a single codebase.
- Integrated a push notification system for the Roboguru app to enable real-time, targeted user engagement.

Software Engineer Intern   Jan 2022 – Apr 2022

- Adopted front-end best practices for React and React Native, focusing on performance and maintainability.
- Redesigned asset management strategy, reducing the React Native bundle size to under 10MB.
- Led the successful release of the BrainAcademy app in Indonesia and Vietnam with localization and platform stability.

ECOMINDO (PT. ECOMINDO SARANACIPTA)
Junior Software Engineer   Jul 2021 – Jan 2022

- Developed multi-user tools/trivia games for an online platform using only Vanilla JS, HTML, and CSS.
- Successfully accommodated over 100 concurrent users during the initial launch.

ORGANIZATION

BIMBEL MENGEJAR UI

Vice Project Officer 2019 – 2020

- Collaborated with the PO to organize Bimbel Mengejar UI 2020.

- Supervised 5 team members in the Media Department for web development supporting online learning.

- Contributed to the success of 7+ students gaining admission to their target universities.

Human Resource 2018 – 2019

- Facilitated screening and interviews for 300 prospective students.

- Taught Mock Tests to prepare prospective teachers.

SAMABA UI

Public Relations Jul 2019 – Sep 2019

- Assisted new students with pre- and re-registration issues.

EDUCATION

University of Indonesia - Depok, Jawa Barat Aug 2018 – Jul 2022

Bachelor of Computer Science; GPA: 3.5/4.0

ADDITIONAL

Skill: Problem Solving, Full Stack, Frontend, Backend, SQL, Scrum, Agile Methodologies, Test Driven Development, Analytical Skill, Project Management

Tech Stack: Typescript, Javascript, Java, React, React Native, Quarkus, Next, Gatsby, Python, Django, Django Rest, Go, Postgresql, Kafka

Achievements:

- 1st Place - Senior Competitive Programming, COMPFEST UI 2020

- 2nd Place - Python Computing Competition, GEOFISDAY 2.0 2021

- 3rd Place - Capture the Flag, Pekan Ristek FASILKOM UI 2020

- Participant - ICPC Jakarta 2020 (Competitive Programming)