



Bagus Maulana Nugraha

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ABOUT ME

Recently graduated Software Engineer from Fontys University of Applied Sciences with hands-on industry experience in backend development at Ortec Finance and GamePoint, complemented by full-stack project experience through academic studies and internships. I build scalable applications using Java (Spring Boot), C# (.NET Core), PHP, and React, and have practical exposure to cloud-native platforms, CI/CD pipelines, and container technologies such as Docker and OpenShift. Seeking a junior backend or full-stack role in the Netherlands where I can help build reliable, scalable software while continuing to grow as an engineer.

WORK EXPERIENCE

STUDENT ASSISTANT DEVELOPER – ORTEC FINANCE – 01/09/2025 – 30/01/2026 – ROTTERDAM, NETHERLANDS

- Supported backend development through task-based and mini-project assignments aligned with team needs and priorities.
- Conducted independent technical research, discussing proposed approaches and implementation options with developers and testers.
- Developed and validated feature prototypes in development environments, preparing clear handover documentation for further development or exploration by the team.
- Provided technical advice and recommendations based on deeper research to support architectural and implementation decisions.
- Utilized technologies such as Spring Boot (Java/Kotlin), OpenShift, Git, Argo CD, and JMeter to support development, testing, and deployment workflows.
- Contributed by reducing exploratory effort and supporting informed decision-making.

SOFTWARE DEVELOPER INTERN – ORTEC FINANCE – 01/09/2025 – 30/01/2026 – ROTTERDAM, NETHERLANDS

- Conducted a cloud-native file transfer modernization Proof of Concept, replacing on-premises solution while ensuring security, tenant isolation, and compliance.
- Evaluated and prototyped shortlisted file transfer solutions against functional and non-functional requirements, contributing to a clear recommendation based on feasibility and platform fit.
- Designed and implemented a GitOps-compatible deployment model using Kustomize on Azure Red Hat OpenShift, with centralized authentication and secret management via OIDC and cloud-native tooling.
- Integrated elastic Azure Blob Storage as a backend storage solution to eliminate fixed-capacity provisioning and reduce operational overhead.
- Performed system test validation by using existing ETL workflows, demonstrating support for full read/write processing in a cloud-native setup.

WEB DEVELOPER INTERNSHIP – GAMEPOINT B.V. – 19/02/2024 – 18/07/2024 – DEN HAAG, NETHERLANDS

- Developed and maintained application features, resolved reported issues and implemented minor updates based on team priorities. Utilized PHP, HTML, CSS, JavaScript, and MySQL/MariaDB, collaborating with developers via GitHub Actions for version control and CI/CD deployment.
- Provided technical clarifications to the QA team when necessary, explaining system behavior and debugging unexpected outcomes.
- Developed an internship project to automate and reduce repetitive developer tasks, using Jenkins for cron jobs, PHP, and MariaDB, improving internal workflows.
- Researched and gathered insights through developer interviews and analysis of third-party APIs, identifying key pain points and proposing new automation tools or improvements to existing ones. All findings were documented to ensure knowledge retention and provide future reference for the development team.

INTERNSHIP – FULL STACK DEVELOPER – FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY OF ITS – 01/2023 – 10/2023 – SURABAYA, INDONESIA

- Collaborated in a team of three, focusing on developing a classroom reservation system for Tower 2 of the Faculty of Technology and Intelligent Computer Science at ITS to streamline room booking and occupancy tracking.
- Worked on both frontend and backend development alongside one teammate, using Laravel (Blade templating), TailwindCSS and the MVC design pattern to build a monolithic web application for managing reservations.

- Integrated automated room occupancy tracking, allowing the system to mark rooms as "free" or "occupied" based on timebased validation and user activity.
- Partnered with another teammate who implemented FastAPI-based people recognition, enabling real-time detection of room usage through camera integration.
- Replaced the manual reservation process handled by helpdesk staff, improving efficiency in room management and reducing administrative workload.
- Findings from the project contributed to a research paper titled "A Classroom Usage Monitoring System with Image Detection for Student Attendance", presented at the 2nd International Conference on Software Engineering and Information Technology (ICoSEIT) 2024.

PART TIME – TEACHING ASSISTANT OF DATA STRUCTURE CLASS – INFORMATICS DEPARTMENT OF ITS – PROF. DR. DIANA PURWITASARI, S.KOM., M.SC. – 01/2023 – 06/2023 – SURABAYA, INDONESIA

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- Guided 15+ students in understanding data structures and algorithms, providing support in coursework and problem-solving.
 - Explained coding techniques and multiple approaches to improve students' programming skills.
 - Assisted in practical coding exercises, helping students apply concepts effectively.

PROJECTS – FULL STACK DEVELOPER – MEDICAL DEPARTMENT STUDENT UNION AIRLANGGA UNIVERSITY – 08/2022 – 10/2022 – SURABAYA, INDONESIA

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- Collaborated with a team of three to develop a Laravel-based web application for the Medical Department Student Union (BEM Kedokteran) at Airlangga University.
 - Built both frontend and backend components using Laravel (MVC architecture) and Tailwind CSS, ensuring a structured and maintainable system.
 - Developed information management and participant assessment features, allowing administrators and mentors to input student grades and track training progress.
 - Designed and implemented assessment modules where students could view their grades and progress in leadership and social skills training.
 - Improved training evaluation processes by digitalizing assessments, reducing manual paperwork, and streamlining participant tracking for better accessibility and efficiency

PROJECTS

Career Match

- Designed and developed CareerMatch, a job-matching platform built as a Proof of Concept for the Advanced Software Engineering course at Fontys, demonstrating scalable architecture, testing strategies, and modern development practices.
- Architected the system using a microservices-based architecture with message broker communication to enable decoupled and scalable service interactions.
- Developed a modern, responsive frontend using React and ShadCN UI.
- Implemented backend services using .NET Core, focusing on maintainability, clear service boundaries, and robust API design.
- Managed data using CockroachDB (distributed SQL) and MongoDB (NoSQL) to support transactional consistency and flexible data modeling.
- Containerized and deployed microservices to Google Kubernetes Engine (GKE), enabling scalable, cloud-native deployment.
- Automated CI/CD pipelines using GitHub Actions to support continuous integration and deployment.
- Conducted comprehensive testing, including end-to-end testing with Playwright, unit and integration testing, and load testing with JMeter, validating system behavior under workloads of up to 3,000 concurrent users.

Technologies:

- React, ShadCN UI, .NET Core, Microservices, Message Broker, CockroachDB, MongoDB, GitHub Actions, Kubernetes, GKE, Playwright, JMeter

Link <https://github.com/CareerMatch>

SKILLS

Backend Development Library/Framework

Laravel FrameWork | Spring Boot | RabbitMQ | .Net Core

Version Control

Git | Github | Gitlab

Programming Language

C# | Java | PHP | Javascript | HTML/CSS | C++

Devops/ Platform

Kubernetes | Docker | Openshift | Google Kubernetes Engine | Github Action | ArgoCD | Azure

Database

MySQL | Postgresql | MongoDB

Frontend Library/Framework

Tailwind CSS | Astro | React-JS | Figma

Testing

Jmeter | PlayWright

EDUCATION AND TRAINING

09/2023 – 02/2026 Eindhoven, Netherlands

HBO ICT - SOFTWARE ENGINEERING Fontys University of Applied Sciences

- Full-stack web development
- Personal Leadership and Professional Standard
- Active contributor to diverse projects.
- Agile & SCRUM methodologies
- Software Development processes

Website fontys.nl | Field of study Information and Communication Technologies, Software and Applications Development and Analysis |

Level in EQF EQF level 6 | National classification 6 | Type of credits ECTS

09/2020 – 04/2026 Surabaya , Indonesia

BACHELOR OF INFORMATICS/ SARJANA KOMPUTER Institut Teknologi Sepuluh Nopember

- Web Programming Using Laravel and PHP
- Database Design
- Software Development
- UI/UX Design

Website its.ac.id | Field of study Informatics | Level in EQF EQF level 6 | National classification S1 | Type of credits SKS |

Number of credits 116

LANGUAGE SKILLS

Mother tongue(s): **INDONESIAN**

Other language(s): **ENGLISH**