

Ivander

0813-7775-8897 | ivanderseah08@gmail.com | linkedin.com/in/ivanderivander/ | github.com/ivander08

EDUCATION

Universitas Tarumanagara

Bachelor of Computer Science, **GPA: 3.99/4.00**

West Jakarta

Aug. 2022 – Present

EXPERIENCE

Information Technology Intern

Jan. 2025 – Present

BDO in Indonesia

Jakarta

- Architected and developed a secure full-stack web application (**React.js**, **Node.js**, **PostgreSQL**) to manage **100+ internship reports**, implementing **JWT**, **OAuth 2.0**, and granular **RBAC** for robust role-based access control.
- Achieved a **70x reduction** in API response time (from **3500ms to 50ms**) by refactoring legacy REST APIs from **Node.js** to **Go**, optimizing SQL queries, indexing critical tables, and integrating **Redis** caching.
- Automated application deployment and management by containerizing (**Docker**) on a hardened **Ubuntu VPS** with **Traefik**, and building a **GitHub Actions CI/CD pipeline** for reliable builds, deployments, health checks, and rollbacks.
- Enhanced system visibility and troubleshooting by implementing an observability stack (**Prometheus**, **Grafana**, **Loki**) enabling real-time monitoring, log aggregation, and **proactive issue detection**.
- Improved IT audit training effectiveness by developing an interactive, gamified **ITGC simulator** in **Unity (C#)** featuring **14+ risk scenarios** to bolster security comprehension.
- Utilized **Python** libraries (**pandas**, **polars**) to perform data cleansing and analysis on datasets exceeding **2 million Excel rows**, ensuring data quality for reporting.

PROJECTS

Honor.Exe | Unity, C#, Blender, Git

Apr. 2025 – Present

- Developing a fast-paced, 3D top-down action game in **Unity** with a distinct **cyberpunk Japanese aesthetic**.
- Implementing a high-stakes, precision-based **melee combat system** focused on parry mechanics and speedy kills, inspired by Hotline Miami.

Duelist Bot | .NET (C#), NetCord, Discord API, Git

Mar. 2025 – Present

- Developed a Discord bot enabling users to engage in **1v1 battles** via chats.
- Utilized an **async event-driven architecture** for responsive interactions and seamless gameplay.

SPYTE | Unity, C#, Photoshop, Git

Jul. 2024 – Aug. 2024

- Solely designed and developed **SPYTE**, a **2D top-down wave-based game** in **Unity**.
- Created an innovative **typing-based skill system** activating **9 distinct abilities** via typed commands.
- Won **COMPFEST 16/2024 Best Artistic Award** (170 teams) for unique visual style and design.

TECHNICAL SKILLS

Languages: Go, Python, Java, C++, C#, JavaScript, SQL (PostgreSQL, MySQL, OracleSQL), HTML/CSS

Frameworks: React.js, Node.js, Express.js, .NET, Sequelize, Laravel

Developer Tools: Git, Docker, GitHub Actions, Traefik, Prometheus, Grafana, Loki, Promtail, cAdvisor, node-exporter, Redis, VPS (Ubuntu), Unity, Blender, Postman

Libraries & UI: TailwindCSS, Headless UI, Material-UI, TanStack Query, pandas, polars, pdfplumber, NumPy, Matplotlib

CERTIFICATES

Huawei HCIA-AI Certification

Huawei Certified ICT Associate - Artificial Intelligence

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