

Yayang Kurnia

Front-End Software Engineer

✉ y21kurnia@gmail.com

☎ (+62)812-1982-4646

🏠 kurnyaannn.github.io

🐙 github.com/kurnyaannn

Relevant Experiences

Full Stack @ Auliya Teladan Mandiri Vocational High School

Dec 2020 // Majalengka

- ▶ Creating an easy to use Google Classroom alike web based classroom application with lots of features, such as role based user management, authentication and registration system, class and submission management, etc.
- ▶ Work with a variety of different languages and frameworks such as HTML, CSS, Javascript, PHP, Bootstrap, SemanticUI, jQuery, Laravel, etc.

Front-End @ PRIMKOP Kartika Wirotama

January 2021 // Bandung

- ▶ Developed and shipped simple looking and highly responsive e-commerce web based application which including it's own content management system.
- ▶ Customizing bunch of already made Bootstrap component for much reliable use according to the client request.
- ▶ Integrating system with RESTFull API.
- ▶ Communicate and collaborate with different stack engineer on a daily basis.

Full Stack @ Sukabumi City Village Office

April 2021 // Sukabumi

- ▶ Building village website for some villages in Sukabumi district with the help of OpenSID community.
- ▶ Customizing already made web based application for much modular use and making it much more responsive application.

Skills

Programming Languages

HTML, CSS/SASS, Javascript (ES6), Typescript, PHP

Libraries & Frameworks

TailwindCSS, Bootstrap, SemanticUI, jQuery, Vue, Vuetify, AlpineJS, CodeIgniter, Laravel, Livewire

Tools & Platforms

Git, Netlify, Vercel, Heroku, Wordpress, Firebase, MS Office, Linux

Design

Inkscape, Figma

Education

UIN Sunan Gunung Djati

— GPA : 3.53

2017 - 2021 // Bandung

Bachelor of Computer Science

Projects

Ourecipe

Web application built with TailwindCSS, AlpineJS, and Laravel/Livewire for store simple recipe.

MangaVUE

Online manga reading single page web application built with TailwindCSS and Vue.

AR-Groupikom

Indonesia COVID-19 information web application that implements Marker-based Augmented Reality, built using ARjs and A-Frame.

Interests

Swimming, cycling, running