Mikhael Wellman Sitorus

FullStack Developer (4 YEARS)

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Mikhael Wellman

Experience

Bank CIMB Niaga / September 2023 - September 2025 (1 years)

Backend Developer (Java Springboot)

- Developed and enhanced features in OCTO SMART Mobile application to improve user experience and functionality.
- Built an AI Chatbot feature to assist Relationship Managers in providing quick and accurate explanations to clients.
- Integrated with AI Platforms, BigQuery, and Google Cloud Platform (GCP) to support intelligent data-driven services.
- Handled and optimized the OCTO SMART CMS to simplify content management and enhance user accessibility for both clients and internal stakeholders.
- Utilized Microservice architecture and implemented CI/CD pipelines to ensure scalable and efficient deployments.
- Developed RESTful APIs for user authentication and authorization using Spring Security and JWT.
- Developed caching strategy with Redis to optimize performance of high-traffic endpoints and

PT PCN TEKNOLOGI INDONESIA / September 2022 - September 2023 (1 Year)

Fullstack Developer(React Js & Java Springboot)

- Created a program for Project AI vehicle detection and classification
- Create features such as displaying live data, filtering data, uploading files, connecting live cameras via RTSP, creating charts to display diagrams
- Implementing Atomic Design in the React Environment
- Slicing UI screen components dari figma
- Building RESTful API services,

Yatech Studio / July 2021 - September 2022 (1 Year 3 month)

Backend Developer(Java Springboot)

- Developed a digital payment platform using Java Spring Boot, which includes top-up, payment, fund transfer and user balance management features.
- Building and optimizing RESTful API services,
- Integrating Spring Security for authentication and authorization: Building a JWT token (JSON Web Token) based login system to protect the API, as well as implementing role-based access control.
- Applying SOLID principles in application development

Education

Diploma III - Multimedia IPK 3.11

Politeknik Negeri Media Kreatif Jakarta (2018-2021)

My final assignment was to make an Indonesian game, namely a game where you have to guess the sound of music, the name of the musical instrument, and the picture of the musical instrument. I made it using Unity and C++

Enigma Camp IT (Januari 2022 - Mei 2022)

- Participated in Bootcamp as a Fullstack & Mobile Developer, with the technology stack studied, namely Java, Java Script, Springboot, React Js, React Native, PostgreSql, Normalization, RDBMS and also worked on various projects
- The following is a link to my report card and certificate results Link Report Click Here
- Developed the Coffee-Shoop platform using Java Spring Boot as the backend, with key features such as product Link Github Click Here management, shopping cart, payment system and user authentication.

Skills

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Tailwind Css Version Control JavaScript React Js

Go Language PostgreSql **HTML Project Management**