Mikael Pratama Kristyawicaksono

Eventual maker, coder, and developer for digital and physical world

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PREVIOUS PROJECTS AND WORKING EXPERIENCES

Universiteit Twente, Pedge

September 2016 - April 2017

A project to create Pedge, a wearable Internet of Things (IoT) device as an alternative to Humanyze's Sociometric Badge.

Responsibilities: Full-stack web developer with Bootstrap, Flask, and RethinkDB, hardware developer with Raspberry PI, andcomputer vision with OpenCV and Tracking JS

Media: Document Videos

With Waag, meSch

November 2015 - April 2016

A project to make museum simulator and haiku generator based on visitor's visit in museum.

Responsibilities: Hardware developer with Arduino and software developer with HaXe

Media: Videos Photos

With De Spullenmannen, DeMeter

January 2013 - March 2013

A project to make a garden monitoring tool that connect to an online database.

Responsibilities: Hardware developer with custom-made Arduino

Media: Video Photos

PT. Toyota Astra Motor, Internship

May 2016 - September 2016

A project to help company presence in IoT and their after-service offerings.

Responsibilities: Full-stack web developer with MEAN, hardware development with Arduino and OBD, and mobile development with Xamarin.

In Light Challenge With Municipality of Almelo, DeModusol

April 2013 - May 2015

Street lighting design competition for student from the entire The Netherlands.

Responsibilities: Hardware developer for case and electronics

Media: Video Photos

In GOGBOT, R.A.T Art Installation

March 2012 - September 2012

Originally from university project. Robot in a Tube (R.A.T) displayed the extend of "human" after several man-made organ transplants.

Responsibilities: Hardware developer with Arduino

Media: Photos

EDUCATION - B.Sc

Creative Technology, Universiteit Twente, The Netherlands

Minor: Philosophy and Classical Mechanics and Mathematics (Calculus A and Linear Algebra)

AWARDS AND PARTICIPATIONS

- 2013 Participant at Light Challenge 2013 working together with the Municipality of Almelo
- 2013 1st Place Create Tomorrow Idea Tank Competition case winner from Huisman Equipment BV
- 2012 Participant at GOGBOT Festival 2012

SKILLS

- **Languages:**
  - Indonesian (native)
  - English (speaking and writing)
  - Dutch (learned, two university courses)
  - German (learned, A2)
- **OS:** Android, Linux (Debian and OpenSUSE), MacOSX, Windows
- **Hardware:**
  - Platforms: Arduino, ESP8266, Raspberry PI, TI Launchpad MSP430
  - Internet of Things (IoT)
  - Wearable technologies
  - General electronics (soldering, desoldering, ...)
- **Software:**
  - Adobe Flash (The Earth Archive)
  - Adobe Illustrator/InkScape (for laser cut)
  - Adobe Photoshop/GIMP (basic editing)
  - Adobe Premiere (DeModusol Promo Video)
  - Blender (Animation for Mathematics and Modeling Course)
  - MS/Libre Office
  - Various note taking applications
- **Programming languages:** Bash, C (Arduino), C# (Unity, Xamarin), C++ (Ogre3D, OpenFrameworks, SDL), GML (GameMaker Studio), HaXe, Java (Android, LibGDX, Processing), JavaScript (NodeJS, P5JS, Phaser), LaTex, Python (Flask, Raspbery PI)

HOBBIES

Board and video games, coding, electronics, learning anything new, note taking, and tennis