Osgood Gunawan

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[Github](#) | [Medium](#) | [personal website](#) | [LinkedIn](#)

FULL-STACK SOFTWARE ENGINEER

Highly passionate, motivated software engineer and user experience designer. Hungry to learn and create experiences that build intersections between problem-solving and design thinking.

TECHNICAL SKILLS

Javascript, React, Ruby, Rails, SQLite, HTML, CSS, MATLAB, Adobe XD, Figma, PostgreSQL, Algorithms and Data Structures, Wireframing, Prototyping, User flows, Storyboarding, User Experience Design, User Testing

TECHNICAL PROJECTS

Project Zoo - [Front End](#) | [Back End](#) | [Demo](#)
A website where you can find project ideas or share your project with the platform.
- Developed a *Rails* API backend with endpoints for users, comments, projects, and favorites.
- Built backend RESTful APIs service with *Ruby on the Rails* framework.
- Designed responsive transition animation with *React Spring* and custom *HTML/ CSS* styling user interface.
- Created a customized layout and styling using *React Boostrap*, *Styled Components*, and *Semantic UI.*
- Designed the project brand logo with a graphic design platform, Canva.

Movie Review - [Github](#)
A movie review website where users can check the review before watching the shows/movies or users can leave a review after watching.
- Developed a *Rails* API backend with endpoints for movies, reviews, watchlists, and users.
- Styled with *Bulma* and custom *CSS* to refine the user interface and user experience.
- Utilized movie DB API to pull and parse movies' data as well as dynamically display the most current information based on each user and destination.

Oasis - [Github](#) | [Demo](#) | [Research Demo](#)
A Web app that offers or reserves space for an event.
- Implemented the user interface and user experience with fully *HTML/CSS* custom styling.
- Investigated multiple user studies to understand user needs for reserving or offering space for an event.

EXPERIENCE

GVM Networks (PT.Global Visi Media) — Jakarta, Indonesia
UI & UX designer internship — 07/2018 - 09/2018
- Revamped an old project (a mobile app) that targets the market for field owners who rent out their soccer field.
- Integrated a gamification concept to increase user-retention and marketing strategy for user engagement in the Bolalob.com point system.
- Collaborated with mentors and UX designers from WomanTalk to remodel and develop a new concept for health wellness in women for WomanTalk.com.

Mechanical Engineering Department at California State University, Fullerton — Fullerton, CA
Human Interactive Robotics Lab Internship — 05/2015 - 08/2015
- Collaborated with teammates on projects such as assembly of the robot arm-rover-system and developing a sensor-based glove for extracting human motion.
- Presented the final project to Southern California Conferences for Undergraduate Research (SCCUR).

EDUCATION

Flatiron School — Manhattan, NY
Immersive Full Stack Web Development, Ruby on Rails and JS with React program — 2020

University California Of San Diego — La Jolla, CA
Bachelor Science in Cognitive Science with a specialization Human-Computer Interaction — 2019
-Award: Design hackathon's (Designathon) most unique concept award rewarded $1000 out of 28 teams.
-Multilingual capabilities: Mandarin, Indonesian, English.