Owen Rudiyanto So

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Summary

Fresh Graduate of Information Systems from Universitas Kristen Duta Wacana. Skilled in PHP, SQL and Javascript, with strengths in Backend system, Agile collaboration, and developing games. Fluent in English, with a passion for continuous learning, problem-solving, and innovation.

Education

Universitas Kristen Duta Wacana (UKDW)   Yogyakarta, Indonesia
Bachelor of Information System   Sep 2020 - Jul 2024
Thesis: Digital Event Registration Management Systems
- Major GPA: 3.69/4.00

Experiences

PT.Jawatha Pura Media Utama   **On-Site,** Yogyakarta, Indonesia

Backend Developer Intern   Aug 2023 – Feb 2024

- Designed and executed a SQL database strategy to fullfill project business requirements.
- Developed a robust admin dashboard using PHP with CRUD operations, search,, pagination, and export(PDF/CSV) capabilites.
- Built and intergrated backend APIs using PHP to connect frontend platforms with Javascript.
- Maintained and enhanced backend services, by tweaking database design, fixing bugs, and algorithm programs.

Projects

3D Platformer Game - Aug,2025

Developed a 3D Platformer Game for a Knowledge Test from PT. Mauju Teknologi, The game was built using Unity and programmed in C#, focusing on object collision, player movements, and physics implementation.

E-commerce Website – Jun 2025

A simple E-commerce website for people to buy items and pay the items with a payment gateway, The purpose of this app was to complete the User Challenge Test from PT. A&W.

Kabuki Autoshop Samarinda – Sep 2024

A company profile for my father business, The purpose of this website was to promote and help my father business to be successful.

Personal Portfolio Website – Jul 2024 until Present

My Personal portfolio that's contain all of my projects with brief description and project images, The purpose of this website was to showcase my passion to continuous learning and my skills when completed the projects.

RCAU & JPSA – PT.Jawatha Pura Media Utama, Aug 2023 until Oct 2023

These two projects was a company profile website with a purpose to introduce the company profile, portfolio, services, and contacts.

Shuttle Bus Website – Universitas Kristen Duta Wacana, Aug 2022 until Jan 2023

This a Team Project, the task was to make a shuttle bus booking website, an website where's the user can do looking for shuttle bus list with individual schedule route list for each bus and booking a shuttle bus, while the admin can do CRUD on the bus and schedule list, the website was built with Laravel,Javascript and Bootstrap.

My Academiya – Universitas Kristen Duta Wacana, Aug 2022 until Dec 2022

Developed a 3D Prototype Education Game, inspired by Persona Game Series, The game main content is answering quiz, Authored the Game Design Document(GDD), Acted as Team Leader, Game Designer, and Game Developer. The game was built with Unity and Programmed with C#, and the game model character asset from internet and got import through Blender before import to Unity.

Organizational Experience

Information Systems Competition 2021 (ISC 2021)	Yogyakarta, Indonesia
Member of Public Relation Division	Jul 2021 – Dec 2021

- ▪ Create a Flyer/ Poster for the ISC 2021 Event.
- ▪ Documenting the event.
- ▪ Work together as a team to prepare the ISC 2021 Event.

Skills

- Programming Languages : C#(Unity), Dart(Flutter), JavaScript(Native), Python, PHP(Laravel), SQL.
- Frontend Development : Flutter, Tailwind CSS, Responsive Web Design, UI/UX Implementation.
- Backend Development : Laravel Framework, RESTful API Development, Server-side Logic.
- Game Development : Unity, Blender.
- Database Management : MySQL, SQL Server, MongoDB.
- Testing & API Testing : Postman, Katalon.
- Version Control & Collaboration : Git, GitHub.
- Teamwork : Scrum/Agile Methodology, Jira Project Management, feedback sharing.
- Problem Solving : Analytical thinking, debugging, result-driven mindset.
- Adaptability : Fast Learning, flexible with tools & frameworks, open to feedbacks.
- Communication : Cross-function collaboration, technical explanation, documentation.
- Time Management : Task Prioritization, deadline tracking, iterative delivery.
- Attention to Detail : UI Precision, data mapping accuracy, code review, Pattern recognition.
- Critical Thinking : System Optimalization, Process Evaluation, feature planning.
- User Empathy : usability awareness, journey analysis, behavior analysis.