Paundra Amirtha Tanto

Software Developer / Engineer

Detail-oriented Software Engineer with a strong foundation in developing robust, efficient, and scalable software solutions. Passionate about leveraging technical expertise and creative problem-solving to deliver innovative applications. Proficient in modern programming frameworks and eager to contribute to cutting-edge software development projects.

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Experience

Programmer Intern
Strayflux Studio   Feb 2025 – Now

- Collaborated in a cross-functional team of 5 to design and build a software product from the ground up, following the company's established development pipeline.
- Developed and optimized core system architecture and features with **C# (Unity)**, ensuring scalability, maintainability, and cross-platform reliability.
- Designed and integrated user interfaces with backend logic, improving usability and workflow efficiency during testing.
- Delivered project milestones on time by coordinating tasks with teammates, contributing to the successful release of a fully functional prototype.

Associate Programmer
Bina Nusantara IT Division   Mar 2023 – Feb 2024

- Maintained and enhanced 3+ internal web portals accessed by students and staff across the organization, contributing to smooth and consistent digital experiences, using **C# / ASP.NET**.
- Collaborated in a 4-person sub-team within a larger 10-person engineering group to refactor legacy code, resolve bugs, and introduce new UI features that improved usability.
- Proactively identified and fixed recurring issues, reducing error reports and improving platform stability.
- Implemented feature upgrades aligned with user feedback and frontend best practices, supporting evolving academic and administrative workflows.

Projects

Portfolio Website (paundra0217.github.io)   Aug 2025 – Now
Built a personal portfolio website using **Next.js** and **Tailwind CSS** to showcase projects and professional experience. Implemented a responsive design with optimized performance and deployed the site for cross-device accessibility.

Meeting Scheduler   Nov 2023 – Now
Currently developing a full-stack web application with **React**, **Laravel**, and **MySQL** as a personal project. Rebuilt the system from an earlier MVP, introducing a refined database schema, optimized backend logic, and new features for appointment scheduling and management.

Echoes Beneath   Jul 2024 – Sep 2024
Built user interfaces and backend logic for a collaborative 3D software application using Unity (**C#**), implementing responsive menus, settings, and core system functionality for an interactive user experience.

Education

Bachelor of Science in Computer Science (Game Application and Technology)   2026
BINUS University

Skills

- **Languages:** Indonesian (native), English (TOEIC 920)
- **Programming Languages:** C#, PHP, HTML/CSS, JavaScript, SQL
- **Technologies:** React, Laravel. Tailwind CSS, Unity
- **Tools:** Visual Studio, VS Code, Git, Figma