RAYHAN PUTRA RANDI

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EDUCATION

Universitas Indonesia

Depok, Indonesia

Bachelor of Computer Science

Jul 2021 – Present

Cumulative GPA: 3.83/4.00

Relevant Coursework: Platform Based Programming, Data Structures & Algorithm, Computer Networks, Operating Systems, Databases, Advanced Programming, Algorithm Design & Analysis, Software Engineering

SMA Labschool Jakarta

Jakarta, Indonesia

Natural Sciences

Jul 2018 – Jul 2021

EXPERIENCE

Universitas Indonesia

Jakarta, Indonesia

Teaching Assistant for Platform Based Programming, CSGE602022

Aug 2023 – Present

• Responsible for creating unit tests for coding assignments, grading, and setting up templates for various Django/Flutter projects.

PROJECTS

Series Progress Tracker

Jun 2023

- Worked within a scrum team to develop microservice based web application using Spring Boot MVC.
- Developed REST API using Java Spring and Hibernate ORM for its token-based authentication using JWT.
- Extensive focus on integrated and automated unit testing ensuring maintainability and minimal tech debt.
- Responsible for configuring CI/CD pipeline with GitLab CI/CD using Docker, deployed on Google Cloud Platform (GCP).
- · Set up profiling using Prometheus and Grafana for performance monitoring and optimization.

SiSehat Dec 2022

- Worked within a team to develop solutions for more accessible healthcare and consultation through a web application.
- Developed API views with role-based access using Django with custom made user-roles for its web and mobile application.
- Implemented feature where doctor role can see complaints from various patients regarding their health and give feedback accordingly using JQuery and AJAX for its web application.
- Created backend for its mobile counterpart using Dart with Flutter that fetches data using aforementioned API views for its authentication, authorization, and said doctor role feature.

VOLUNTEERS

COMPFEST 14

Depok, Indonesia

Staff of HRD, Operational Division

Mar 2022 - Nov 2022

- · Worked closely with Person In Charge and Vice Person In Charge to recruit suitable candidates.
- Organized various activities for team bonding purposes to maximize teamwork.

PERAK FASILKOM UI

Depok, Indonesia

Staff of Competitive Games

Jan 2022 - May 2022

- Organized a three month long game competition for 24 teams.
- Responsible for streaming each match into YouTube using Streamlabs.

TECHNICAL SKILLS

Programming Languages: Java, Python, SQL, JavaScript/TypeScript, Go, Dart

Tools: Linux, VSCode, Git, NPM, GitLab CI/CD, PostgreSQL, Postman, SonarQube, Docker, GCP Frameworks/Libraries: Spring Boot, Django, Express, React, Flutter, JUnit, Mockito, Selenium

Languages: Indonesian, English