Robert Wiliam

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SUMMARY

I am a 3rd-year computer science student at BINUS University majoring in Intelligent Systems. I am a student passionate about artificial intelligence related fields and software engineering. Equipped with foundational knowledge in intelligent systems, machine learning, and software development through being a full-time software laboratory assistant and research development staff at BINUS University and academic projects.

PROFESSIONAL EXPERIENCE

BINUS Software Laboratory Center   **Kemanggisan, Jakarta Barat**
Research and Development Staff   **January 2024 - Present**
Chosen and tasked to maintain critical web infrastructure and developing new systems for BINUS which serves thousands of users daily.

- Maintains web infrastructure built using the .NET stack, NextJS, AngularJS and ReactJS, which handle up to **1000 concurrent users** and an average of **3500 daily active users** combined for Software Laboratory Center and select parts of BINUS.
- Handle feature requests, address issues, fix bugs, and resolve other problems related to maintained web applications.
- Collaborated with other divisions across Software Laboratory Center and BINUS to troubleshoot, resolve problems, and implement new features.
- **Develop a new application** which serves as a new software laboratory assistant registration platform for BINUS university students.
- **Containerized** Software Laboratory Center applications and **pioneered the implementation of CI/CD pipelines**, enabling automatic testing, building, and deployment of code directly from version control.
- **Implemented monitoring systems** to track and manage the resource usage of Software Laboratory Center Node.js, containerized applications, and various backends, ensuring optimal performance and reliability.

Software Laboratory Assistant   **January 2023 - January 2024**
Successfully passed a series of selection processes including aptitude test, programming assessments, interview, and training for Software Laboratory Assistant for Generation 23-1 out of **166 candidates**.

- Instructed **6-7 classes** every week each semester for both Computer Science and Information Systems majors
- Handles case-making and correction.
- Completed 5 mandatory Test Progressive Assistant (TPA) which covered topics included:
    a. Game Programming
    b. Business Analysis and Desktop Application Development
    c. Web Design and Programming
    d. Mobile Application Development
    e. Networking
- Recognized as the Diploma of Best Performing Assistant, demonstrating exceptional performance among peers.
- Qualified for teaching **87.95%** of **204** Software Laboratory Center managed subjects.
- Awarded the Best Qualified Assistant, being an assistant with the most qualified subjects to teach.

EDUCATION

BINUS UNIVERSITY   **Kemanggisan, Jakarta Barat**

Bachelor of Computer Science, GPA: 3.86   **2022-2026**

SKILLS

Soft Skills: Teamwork, problem-solving, time management, teaching, public speaking

Programming Language: C/C++, C#, Python, Java, Kotlin, Javascript, TypeScript, Go, Rust, Motoko, PHP

Data: Machine learning, SQL Server, MySQL, PostgreSQL, Deep Learning

Web Frameworks: ReactJS, Svelte, .NET, AstroJS, NextJS, NestJS, Laravel, Flask

ACHIEVEMENTS

Diploma of Best Performing Assistant   **JANUARY 2024**

- Awarded the Diploma of Best Performing Assistant among 40 other candidates, recognized as having one of the best performance and contributions as a Software Laboratory Assistant.

Best Qualification of Assistant   **JANUARY 2024**

- Earned the title of Best Qualified Assistant among 20 other candidates, recognized as being the assistant with the most qualified subjects to teach.

1st Place Codefest Hackathon 2.0   **MARCH 2024**

- Designed a decentralized hiring platform that allows users to create and apply for job listings in a secure, scalable and decentralized environment using blockchain and Internet Computer.

Continuous Innovation Award 2024   **DECEMBER 2024**

- Developed an integrated platform that connects the Kemanggisan community, enhancing interaction and engagement through gamification.

PROJECTS

New Assistant Registration

- Developed a web-based application for new Binusian students to register as assistants at the Software Laboratory Center.
- Tech Stack: NextJS, Shadcn UI, Tailwind CSS, Tanstack Stacks, AuthJS, .NET, SQL Server

Voyager

- Developed an application for managing meetings, attendance, and reports. The platform allows users to schedule and track meetings, record attendance, and generate detailed reports, streamlining workflow and improving organizational efficiency. Developed for Software Laboratory Center Operation and Management Officers.
- TechStack: Springboot, SvelteJs, Tailwind CSS, AuthJs, Shadcn UI, PostgreSQL

HireVerse

- Developed a Web3 decentralized hiring platform on the Internet Computer. It allows users to create and apply for job listings in a secure, scalable, and decentralized environment, while being easy to use and accessible. **HireVerse** won first place in the DFINITY Hackathon 2024.
- Tech Stack: ReactJS, Motoko, Internet Computer, Tailwind CSS

Facebook Clone

- Developed a clone of the Facebook web application. The project was created to complete the Software Laboratory Center's mandatory Test Progressive Assistant (TPA) and scored 92/100 in the evaluation.
- Tech Stack: ReactJS, Go Lang, GraphQL, PostgreSQL

Splan&Go
- Developed a one-stop solution platform designed to simplify group travel. The application features key functionalities such as itinerary management and bill tracking, streamlining the planning process and enhancing the travel experience for groups.
- Tech Stack: NextJS, NestJS, Tailwind CSS, PrismaJS, Zod, MySQL

Hyper WLight Drifter
- A self-remake of the indie game Hyper Light Drifter in web form using HTML, TypeScript, and SCSS. This project uses the original game's assets to create a similar game and mechanics. The project was developed and used as the take-home project for Software Laboratory Center assistant entrance exams.
- Tech Stack: Pure HTML, Typescript, SCSS

Gesture Mind
- Developed an AI-powered web application that helps users learn Hand Sign Gestures, specifically the American Sign Language alphabet. Using their camera, users can interact with the app to recognize and learn the letters of the alphabet.
- Tech Stack: ReactJS (Vite), Tailwind CSS, Python, OpenCV, Tensorflow, Mediapipe

Verdant Seeds
- Developed Verdant Seed, a tower defense and roguelike hybrid game where players protect Yggdrasil, the World Tree, from slime invasions. Using magical plants grown from Yggdrasil's seeds, the goal is to survive as long as possible and achieve the highest score. The project was developed using Unity and C# for the GameSeed 2024 Game Competition.
- Tech Stack: Unity, C#