RUDINE SURYA HARTANTO

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WORK EXPERIENCE

Vitalograph, Ireland 2020 -
.NET Software Developer

- Heavy focus on full stack engineering with modules on both front and back end processes, including automated testing.
- Ability to work in and assist in refactoring legacy implementation into modularized architecture (micro-services) to improve scale-ability and read-ability.
- Experience in ASP.NET MVC, OData, SQL, React.js, Selenium, C#, typescript

Freelance Android Developer 2017 - 2018

- Independently delivered a low cost, fully functional Android applications that meet the client expectations with no rework. Achieved by clear constant communication with client to translate their needs into technical specifications.
- Experience developing content management system apps with SQL database using Realm/SQLite.

Killer Lobster, Singapore 2015 - 2016
Game Programmer

- Enable rapid creation of game levels by developing specific level creation tools for the creative team to design AI and levels with zero coding.
- Perform significant improvements to one or more games. Achieved by upgrading the technology base and optimizing the math/game logic to accommodate more user interactions seamlessly. Uses Unity best practices to improve code readability and architecture.
- Experience working in Agile and App Store deployment along with integrating payment and analytics for each platform. Experience with third party solutions to enhance development (Playmaker, Tween, Behavior Designer, NGUI).

TECHNICAL STRENGTHS

Modern Web/App Development
Ability to create responsive RESTful client, and complete CI/CD flows to automate development process. Proficient with modern frameworks and libraries to ease development process. Familiar with advanced concepts (Dependency Injections, MVX architecture, TDD) for making scalable project.

Languages	C, C++, C#, Java, JavaScript, Kotlin, Python
Technologies	Android, AWS, Firebase, Git, NodeJS, ReactJS, Unity, .NET

PROJECTS

MSc Dissertation: Epilepsy Seizure Classification with Machine Learning
The thesis aims to design a machine learning model that can classify raw EEG signal which has been distorted by noise into seizure or non-seizure. The project, written in Python, and using the Bonn University EEG dataset, show that the classifier model with the proposed solution, that uses wavelet transform to extract important signal features in its distinct frequency domain report a better accuracy under variable noise environment.

EDUCATION

Waterford Institute of Technology, Waterford, Ireland *Sep. 2018 – Sep. 2019*
MSc in Computing (Enterprise Software Systems) *(1.1)*

DigiPen Institute of Technology, Singapore Sep. 2011 – Dec. 2014
Bachelor in Computer Science in Real Time Interactive Simulation