RUDINE SURYA HARTANTO

rudinesurya.com

+353-899-747-057

rudinesurya@gmail.com

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

OBJECTIVE

To work for an organization which provides me the opportunity to improve my skills and knowledge to grow along with the organization objective. My main focus includes mobile application development for the Android platform, along with frontend and backend web development.

WORK EXPERIENCE

Freelance Android Developer　　　　2017 - 2018

- Adept in analysing information system needs and evaluating end-user requirements.
- Consolidate the app's architecture and development practices.
- Experience with RESTful web services and popular third party libraries (Realm, Retrofit, Glide, Butterknife).

Killer Lobster, Singapore　　　　2015 - 2016
Game Programmer

- Identify and drive improvements in the technology base and development processes using best practices.
- Work closely with all the team members. Support artists and designers via tool development.
- Perform significant improvements to one or more games. Plan, architect, refactor, optimize code base with respect to Unity best practices. Deliver latency free and reactive user interactions.
- Experience with Agile environment and Android/iOS/Steam deployment.
- Experience with third party tools for monetization system, and analytics.

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.

Modern App Development
Proficient with anything Android (Activity, Fragments, Intents, Lifecycle callbacks, RecyclerView, SQLite Room, Retrofit, Maps) and familiar with advanced concepts (MVVM, MVP, LiveData, Autovalues, Conductor, RxJava, Dagger 2, Butterknife, Firebase). Experience with unit testing using JUnit and Mockito. Exposure to Kotlin and also React Native.

Modern Web Development
Proficient with JavaScript, MERN (Mongo, Express, React, Node) Stack, and also advanced concepts (Redux, Async, Hooks). Experience working with third party APIs (Maps, Firebase, RESTful API). Exposure to automated unit testing and RESTful API testing using Mocha, Chai and Supertest.

TECHNICAL STRENGTHS

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