

ABRAHAM KURNANTO

Software Developer

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ABOUT

After played too much games on his new 286ATX PC. He asked himself: How do they made these games? So it began, Abraham started his development journey with GWBASIC.
15 years of interior design career, never put out his passion in software development. Eventually he started to picked it up again by learning C# Unity3D in 2016. And decided that it was the time for a career change. Motivates by high curiosity, he likes researching and analysing software development problems. Armed with his creativity, he enjoys developing, improving code and designing project structure. He seek out new challenges to improve his skills by experimenting with new technologies and recently inspired to become a cloud engineer.

TECHNICAL SKILLS

WEB	Database	Framework	Service
HTML, CSS SCSS PHP, JavaScripts, jQuery, PixiJS, Bootstrap 4	MariaDB, PostgreSQL, MSSQL	.NET Framework/Core, Perl, Java, Bash scripts	Beginner Azure, Beginner AWS, Git
<u>SOFT SKILLS</u>	<ul style="list-style-type: none">• Email/phone correspondence with clients• Screen sharing sessions• Working as part of an Agile team, work sharing, took responsibility to tasks, accomplishing goals together as team• As a former Interior designer, I can managing project, designing project structure, dividing it into manageable and logical modules		
<u>EDUCATION</u>	<ul style="list-style-type: none">• Master of Software Development 2020 Victoria University of Wellington, New Zealand.• Post Graduate Diploma in Business Enterprise 2017 Southern Institute of Technology, Invercargill, New Zealand.		

EMPLOYMENT SUMMARY

- **Software Developer Intern**
Avenir-Technology.
March – September 2020
- **Software Developer and Product Support**
Very Impressive Software Ltd.
December 2020 – now

PROJECTS

Enprise Solution	(December 2020 – Now) I first joined Very Impressive Software or VIS for short in early 2020, now part of Enprise Solution with offices spread across Australia and New Zealand. We provide solutions for to our client by developing MYOB accounting software extensions. My work ranges from desktop applications, WebAPI, WebApplication and Window Service development using Microsoft .NET suite. I am maintaining, improving and supporting existing products while developing new ones.
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	<p>Several ways I use to improve the products:</p> <ul style="list-style-type: none"> - Migration to more recent .NET version - Optimising queries with stored procs, join and indexes - Memory magement by fetching required data only, also improving load time - Maintaining data integrity using transactions on update/insert - Improving code side filtering with LINQ <p>I always try finding new ways improving my project structure by learning new programming patterns to improve maintenance and readability. For me, working with backend, API and trying to figure out different ways passing data is more challenging and fun.</p>
Avenir Technology Intern	<p>(March 2020 – September 2020)</p> <p>Avenir was my first working experience as a Software Developer intern. It is a close-knit Financial Technology start-up company. They specialise in developing financial market infrastructure for customers around the globe. I was tasked in an agile team to develop a new web portal. My responsibilities as a Software developer includes front end implementation using PHP Symfony, Bootstrap and JavaScript. I also had the experience to developed REST API written in Perl with RoseDB ORM. For PostgreSQL The project was developed in Linux Debian environment. I had the chance learning basic Bash scripting and development process in Linux. This experience taught me the basic principles of networking, servers, security and project versioning using Git.</p>
<u>PAST EXPERIENCE</u>	<p>Interior Designer – Project Manager</p> <p>SigmaBayu Jakarta - Indonesia. 2003-2016. SigmaBayu is a design and building construction company based in Jakarta.</p>
<u>HOBBIES & INTEREST</u>	<ul style="list-style-type: none"> • Playing PC GAMES (Open world RPG, turn based strategy) • Boardgames • Cycling • Travel and food • Tai Chi enthusiast • Enjoying long walks in the harbour, hikes and urban exploration • 3D Game development using Unity3D • 3D Modelling and animation using Blender, 3DS MAX
<u>OTHER</u>	<ul style="list-style-type: none"> • Azure Actively learning and dreaming to become a cloud engineer. • SilverStripe I was attracted with SilverStripe's similarity with Symfony. The experiment went to the stage of designing the CRM part of it. • GitHub GameOff 2020 An in-between job project. • Blender character modelling and rigging for my game Years of modelling furniture turns to characters and objects modelling. • Unity3D, 3D game development I loves PC Games, and always wanted to create my own game. This is what spark my software development passion. Starting from GWBASIC to C#. • Unity3D and WebCore API Why not combining the two?! They are sharing .NET C#