
RYAN H S

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RESEARCHER / SR. WEB DEVELOPER

Profile

Senior PHP Developer who like to push the limit of "development" since 2011.

Skills

Web Developer

Work in web development since 2011.

C Programmer

Some project need critical mission where C is the best solution. No doubt about it.

Research / (AI)

My Focus and research in master degree.

Technical

HTML5

Laravel

Linux

Javascript / React JS

CodeIgniter

Windows

SASS & LESS

C for Web

Experience

Pasebandotcom

PHP Programmer

Apr, 2011 - Dec, 2011

"Was" social media website in Indonesia. The company gave me opportunity for my first full-time job and taught me development for real projects.

CV Pusat Link & CV Techno

Full Stack Programmer (System & Web)

Jan, 2012 - Aug, 2012

"Was" a startup company to build data package (mobile) and other products payments, connect to banks & service providers, and retail stores.

PT Topi Putih Kreasi Indonesia

Web Programmer, Technical advisor

Oct, 2012 - Jan, 2014

This was a small company in Indonesia with rapid development for many projects. This company honed me to have a habit to work hard and dedicate myself to every project i work on.

PT Voxelneo Indonesia

PHP Programmer

Sep, 2014 - Jul, 2015

My first experience to work fully for European clients, Belgium company in Indonesia "branch". I learnt many things in this company, from professional development to work in a big team across the world. Left only because i wanted to continue my study to pursuit master degree, really good experience there.

Universitas Internasional Batam

Aug, 2016 - May, 2017

Lecturer & Web Developer

Due to seamolec scholarship, I had to do internship at a region in Indonesia for 2 semesters. I worked there as a lecturer for undergraduate student for 2 classes every semester and develop web apps for university's internal applications.

SCCIC Lab - Institut Teknologi Bandung

February, 2018 - May, 2018

Researcher & Web Developer

Upon master degree graduation, work as researcher in this Lab to hone my skills related to Artificial Intelligence and develop habit of how researcher works.

Education

SMKN 4 Bandung - (Vocational High School)

Rekayasa Perangkat Lunak (Software Engineering)

STMIK "amikbandung" - (Bachelor Degree)

Teknik Informatika (Computer Science/Informatics) **3.53/4.00 GPA**

Institut Teknologi Bandung - (Master Degree)

Teknik Elektro Option Teknologi Media Dijital dan Game **3.42/4.00 GPA**

Awardee

Mahasiswa Program Beasiswa Unggulan, yang Mendapat Prestasi di Bidang Teknologi Informasi

BPKLN Kemdikbud RI **2012**

Tim Aplikasi PPDB SMK Provinsi Jawa Barat

Dinas Pendidikan Provinsi Jawa Barat **2017**

Scholarships

Beasiswa Unggulan, Bachelor Degree

Beasiswa Unggulan Masyarakat Berprestasi is a scholarship from government for Bachelor, Master and Doctoral. <https://beasiswaunggulan.kemdikbud.go.id/>

Seamolec, Master Degree

SEAMEO Regional Open Learning Centre (SEAMOLEC) is one of the 24 Centres under the auspices of Southeast Asian Ministers of Education Organization (SEAMEO) focusing in the field of Open and Distance Learning (ODL). <https://www.seamolec.org/>

Volunteer

Lead Developer/Web Programmer - PPDB Kota Bandung

Local Education Authority trusted me to work on students registration projects (from elementary to junior to senior).

Since second year i became lead developer for this project. As a team we tweaked the website as hard as we can to make sure the website run smoothly for this events that held 1 month every year.

Lead Developer/Web Programmer - PPDB SMK Jawa Barat

In 2017 Local Education Authority in region trusted my team to work not only Bandung but for whole region (West Java). (The system created in pure C since 2014)

Noted Open Source Contribution

chess.php

chess.php is a PHP chess library that is used for chess move generation/validation, piece placement/movement, and check/checkmate/stalemate detection - basically everything but the AI. (Ported from chess.js)

cweb

Web Server (API Apps/application) in pure C. (legacy)

Encyclopedia (jsclasses inovation award)

This object can store large objects in many smaller ones. It acts like an object that stores key-value pairs but internally it creates multiple objects of limited length when the the number of entries exceeds the configured object limit. The object provides functions to set and get key values, check if a key exists, remove a value with a given key, and traverse the object entries using a callback function.

Seminar Portfolio (as speaker)

Hacking Black or White UNPAD **2009**

Make Your Linux Powerfull UNPAD **2010**

Web Design and Security in 2014 and Web Hacking Demo STMIK "amikbandung" **2013**

The Future of Android Universitas Sangga Buana **2014**

Workshop Portfolio (as trainer)

Workshop Hacking STMIK "amikbandung" **08-19 February 2010**

Workshop Hacking STMIK "amikbandung" **01-12 March 2010**

Publication

Domain Event Driven pada Aplikasi Komputer Catur: Logika Catur Tati Suprapti, Ryan H. Silalahi. KOPERTIP INDONESIA. Jan 01, 2017

Optimization and modification of evaluation function in Stockfish chess engine
U Asmi, AS Prihatmanto, R H Silalahi. IEEE. Dec 01, 2016

Komparasi Algoritma Pengurutan untuk Penerimaan Peserta Didik Baru Kota
Bandung

Ryan H. Silalahi, Tati Suprpti. Universitas Jenderal Achmad Yani. Apr 01, 2015