

# SAMUEL SIANTURI

Software Engineer

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#### **EDUCATION**

**Bachelor of Computer** Science

**University of National Education** 

2020 - 2024 GPA: 3.98/4.00

**Cloud Computing** Graduate Bangkit Academy Led by Google, Goto, and Traveloka

**Distinction Graduate** 

# **TECHNICAL SKILLS**

- NodeJS/ExpressJS, Laravel
- Flutter, ReactJS, Angular
- MySQL, NoSQL, MongoDb
- Java/Springboot, Python/Flask
- Google Cloud Platform
- Docker
- Git & Github

#### LANGUAGE

- Bahasa
- English

#### **PROFILE**

I am someone who enjoys learning and takes pleasure in creating works, particularly in the field of technology. I have undertaken numerous projects in mobile app and web app development. I aspire to utilize my knowledge to make a meaningful impact on others.

#### **EXPERIENCE**

#### **Full-Stack Developer**

2021 - 2023

Self-Employed | Freelancer

- · Designed and developed applications, both web and mobile, utilizing various tech stacks. Front-end technologies include Flutter, React JS, Angular, and Laravel. Back-end technologies encompass NodeJS, ExpressJS, Python Flask, and Java Spring Boot. Proficient in version control systems, particularly Git and GitHub.
- Designed database systems using MySQL and NoSQL databases such as MongoDB and PostgreSQL. Also, adept at crafting efficient RESTful APIs.
- Implemented application containerization with Docker and led the process of architecting cloud infrastructure, including deployment on the Google Cloud Platform. Experienced in utilizing Google Cloud services such as Compute Engine, App Engine, Cloud Run, Cloud SQL, and Cloud Storage.

#### **Technical Support**

2018 - 2020

PT Centrin Online Priima | Contract

Responsible for designing and constructing network systems, consulting with clients on efficient internet design, and overseeing installations in Bali's buildings and hotels. Configured devices like access points, wireless radios, and MikroTik routers to meet internet requirements.

#### **Mobile Developer**

2023 - 2023

University of National Education | Internship

Developed the Learning Management System for Undiknas University, translating designs from Figma to mobile apps. Utilized cross-platform technology, Flutter, and implemented clean architecture principles.

#### **EXPERIENCE**

Technical Support 2017 - 2017

PT Telkom Indonesia | Contract

Responsible for designing and building network systems, consulting and negotiating with prospective customers regarding effective internet design and maintenance.

IT Technician 2016 - 2016

University of Indonesia Education | Internship

Designing and maintaining internet access infrastructure, Responsible for managing and maintaining all hardware and software components

#### PERSONAL PROJECTS

# **Talent Finder Apps**

Participated in the Bangkit Academy project led by Google, Goto, and Traveloka, developing backend services for a talent search application using NodeJS with the ExpressJS framework, incorporating features such as authentication, authorization, recommendation systems, and chatbot, creating Restfull API also implemented machine learning APIs using Flask in Python, Containerized application using docker, alongside MySQL for the database, deploying on the Google Cloud Platform with services such as App Engine for backend services, Cloud SQL for MySQL databases, Cloud Storage for file storage, and Cloud Run for machine learning APIs, while managing version control with Git & Github, collaborating within a team of two.

# Boarding House Finder Apps (reference: Reddorz / MamiKost)

Developed a room rental search application using Flutter for the front end and Laravel for the backend, with a MySQL database. Implemented cross-platform mobile application technology with Flutter, incorporating various technologies such as provider for state management and material UI, while Laravel managed backend services and admin processes through an admin dashboard. The application features include nearby room search using Google Maps API, authentication and authorization, registration, verification, and validation, recommendation system, filtering options, payment gateway, chat, user profile accounts for seekers and room owners, favorites, ratings, push notifications, and more. Deployed using Niagahoster for the API and backend, with the mobile application uploaded to the Play Store and App Store. Development process carried out independently.

# ThriftHive / E-Commerce Apps (Amazone Clone)

Developed an e-commerce application for buying and selling thrifted clothing using Flutter, MongoDB NoSQL, and ExpressJS/NodeJS. Application features include authentication and authorization, registration, verification, and validation, recommendation system, filtering options, payment gateway, tracker, statistics, category management, chat functionality, cart management, user profile accounts, admin dashboard, favorites, ratings, push notifications, and more. The development process was carried out independently.

#### **Social Media Apps**

Created a social media application using MERN stack (MongoDB, ExpressJS, React, NodeJS) with key features akin to Facebook, including search, upload, like, comment, save, etc. Implemented light & dark mode. Additionally, developed an Instagram clone project using Flutter and Firebase.

# Online Store Web Apps | IT Store

Developed an IT Store application, a web app for a laptop/computer service and repair shop, utilizing HTML, CSS, JavaScript for the front end, and native PHP for backend services. Managed all development processes independently.