

# Timotius Priestian Rajaska

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## EDUCATION

### Bina Nusantara University

Bachelor Computer Science

2022- Expected Graduation: 2026

Semarang

- **GPA : 3.46/4.00**
- Courses: Algorithm, Data Structure, Object Oriented Programming, Operating System, Artificial Intelligence, Mobile Embedded System, Machine Learning, Game Design, Software Engineering.

## WORK EXPERIENCE

### Bina Nusantara Group

IT Developer Internship | ASP .NET, Blazor, Postman, SQL Server

Mar 2025 – Present

Semarang

- Developed internal staff management website using Blazor, HTML, CSS, and C#.
- Focused on clean component structure and error-free user interaction.
- Debugging and **testing backend** code using **Postman** and integrating it with Frontend Code.
- Connecting Frontend **Blazor**, Backend **ASP.NET**, and DB **Sql Server running**.

## PROJECTS

**Levelen - App to Learn English** | React Native, Expo, Typescript (tsx), Supabase

Mar 2025 – Present

- Developed **user authentication** and frontend interface.
- Currently developing dynamic content and **CRUD functionalities**
- Using Supabase to develop user auth, supabase storage for question, and tables for user data and question.

**Todo – Simple Backend** | Node.js, Express, JWT, Sqlite, REST API

Mar 2025 – Present

- Developed **user authentication using JWT**.
- Developing dynamic content and **CRUD functionalities** using **REST API**.
- Sqlite for DB and JWT for auth.

**Food Apps – App to look for recipes** | React Native, Expo, Typescript (tsx), Firebase **Nov 2024 –Dec 2024**

- Built complete frontend for a mobile food recipe app.
- Implemented progression bar for recipe steps and integrated **Firestore** for dynamic data loading.

**Training Opportunities App** | React Native, Expo, Typescript (tsx)

Oct 2024 – Des 2024

- Created user-centric frontend design based on Figma prototypes and solved critical frontend bugs.
- Collaborate with the team to implement dynamic UI and navigation.

**Kagga – 2D Platformer Game** | Unity, C#

Feb 2024 – Jul 2024

- Using Unity to ensure the game runs according to the desired flow, managing scenes and visuals, and implementing character animations.
- Write scripts using **C#** for **game systems** such as the Death System, collectibles, and player movement.
- Collaborate with art designer friends to create sprites and characters, and a level designer.

**Hungry – Ecommerce (Early Project)** | HTML, CSS, Javascript

Apr. 2023 – Jun 2023

- Built a basic e-commerce page layout using HTML and CSS positioning.
- Collaborate with team to develop design and Frontend website with HTML, CSS and Javascript.

## TECHNICAL SKILLS

**Languages** | HTML, CSS, C#, Typescript (tsx), Javascript

**Frameworks** | Expo, React Native, Blazor, Firebase, Supabase, Sql Server, ASP .NET

**Developer Tools** | GitHub, Visual Studio Code, Trello, Figma, Unity (2D game Development), Postman

## Name Surname

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## CERTIFICATION

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- **Dicoding Scholarship** : Learn web frontend for beginners, Learn basic Javascript programming, Learn basic web programming, Basics AI
- **2023 ICPC Asia Jakarta** – Indonesia National Contest