

# Wilbert Cargeson

[wilbert.cargeson@gmail.com](mailto:wilbert.cargeson@gmail.com) | <https://github.com/wilbertcargeson> | +61488798841 | Melbourne

## EDUCATION

### UNIVERSITY OF MELBOURNE

*Bachelor of Science, Major in Computing and Software Systems*

*Melbourne, Australia*

*Feb 2019 – Dec 2021*

- Relevant coursework: Design of Algorithm, Object Oriented Software Development, Web Information Technologies, Software Modelling and Design
- Programming language used : Javascript, Java, Python, C, C#, Haskell, Prolog

## PROFESSIONAL EXPERIENCE

### SHOPEE

*Software Engineer Intern*

*Jakarta, Indonesia*

*Dec 2019 – Feb 2020*

- Proposed a system architecture modification which improved the overall read and write performance between REST API to database by 300%
- Developed an automated horizontal scaling for Graylog nodes hosted in Google Cloud using Terraform and Ansible Playbook which lowers the cost of virtual machine during off-peak
- Created a REST API with JWT authentication using Go Language and MySQL
- Utilized: Go Language, MySQL, MongoDB, Cassandra, Terraform, Ansible Playbook, Google Cloud Platform

## PROJECTS

### RIPPLEDEX

*Full Stack Developer*

*Melbourne, Australia*

*Jun 2021 – Dec 2021*

- Designed, developed and deployed a full stack web CRM using React and Firebase to allow users to easily manage sales and interactions with customers
- Incorporated table for all Interactions, Deals, Companies and Contacts which allows user to export as CSV
- Implemented an interactive calendar page which shows all upcoming and past events and Trello-like Kanban board for task management, which is exclusive per organization
- Utilized: React, Gatsby, Chakra UI, Node.js, Jest, Firebase
- <https://ripple-dex.web.app/>

### THE TAIL OF DOG KNIGHT

*Game Developer*

*Melbourne, Australia*

*Jun 2021 – Dec 2021*

- Created a click-to-move RPG game set in a vast open world with side quests and monsters waiting for you to explore
- Implemented auto-generation of the world's terrain using Perlin noise map that generates endlessly when explored
- Developed a custom battle, dialogue and quest system which is used throughout the game
- Utilized: Unity, C#, HLSL

### SNACK IN A VAN

*Backend Developer*

*Melbourne, Australia*

*Feb 2021 – May 2021*

- Developed a web application created using the MERN (MongoDB, Express, React, Node.js) stack which focuses on easing ordering between customers and vendors all around Melbourne
- Designed and implemented RESTful API backend server to store cart information per user with JWT authentication
- Utilized: MongoDB, Express, React, Node.js, Jest, Supertest, Heroku
- <https://snacks-in-a-van-404inc.herokuapp.com/>

## LEADERSHIP

### PPIA UNIVERSITY OF MELBOURNE

*Webmaster*

*Melbourne, Australia*

*Aug 2020 – Aug 2021*

- Lead and managed organization's website using Wordpress in order to increase community engagement with events and raise awareness on members-only benefits.
- Constructed a committee only portal page which eases documentation for organization executives
- Designed sponsorship and monthly newsletter using Mailchimp and Canva

## SKILLS

**Languages:** Javascript, Python, C#, C, Java, SQL, HTML5, CSS3, SASS/SCSS, XML, Kotlin(basics)

**Full Stack:** React.js, Express.js, Node.js, Chakra UI, React Router, MongoDB, Gatsby

**Others:** Terraform, Ansible Playbook, Git, Unix/Linux, Google Cloud Platform, Heroku, Firebase, Jest, Supertest