

James Adhitthana

Fresh Graduate, Full Stack Developer

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Summary

Bilingual (English & Bahasa Indonesia), diligent, and competitive person, I am overly committed to finishing my tasks and striving to be better than others. I love to learn new things. People call me "a jack of all trades" because I enjoy learning about various topics, especially on technology and sciences. When I am interested in a topic, I immerse myself in that topic to the point where I know I am confident that I can teach others on the subject.

Skills/Interests: JavaScript, PHP, Java, Android, Python, C++, Go (Golang) R, Arduino, Firebase, Bootstrap, CSS, HTML5, WordPress.

Education

Bachelor of Computer Science (S.Kom.), Informatics Universitas Pelita Harapan GPA: 3.63/4.00 Majored in Software Engineering	2016 - 2020
International Baccalaureate (IB) Bilingual Diploma Sekolah Pelita Harapan Lippo Cikarang Received the Bilingual IB Diploma (Indonesian & English)	2014 - 2016
Cambridge & Cambridge IGCSE Sekolah Pelita Harapan Lippo Cikarang Studied Cambridge and Cambridge IGCSE throughout middle school	2011 - 2014

Work experience

ICT Intern - Full Stack Developer Sekolah Pelita Harapan Lippo Village Developed the backend and frontend of administrative and financial web apps serving thousands of students using PHP and SQL Server on Microsoft Azure. Created a dashboard web app used for marking students' standardized tests, documenting, and analyzing students' learning over time. Also collaborated with Corban university to develop a web based platform for online learning complete with an LMS, registration, and an online payment system. Technologies used: PHP, JavaScript, SQL Server, Microsoft Azure, Firebase, SNAP (Midtrans), Bootstrap, HTML, CSS.	2020 - 2021
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Projects

Sekolah Pelita Harapan Lippo Village: Centralized Student Progress Tracker in Language and Math (August 2020 - October 2020)

Designed and created a web app and dashboard for marking students' standardized tests, documenting, and analyzing students' learning over time. The visualized graphs give teachers quick feedback to improve learning and teaching. The accumulated data over time provides the school with considerations for the improvement of curriculum design. Technologies used: JavaScript, Firebase, Bootstrap.

JadyTrack [github.com/jamesadhitthana/JadyTrack] (January 2019 - December 2020)

Developed in Java (Android), Google Maps API, JavaScript (Web App), and Firebase, JadyTrack allows you or your loved ones to track and share the current LIVE location in real-time as easy as 1, 2, 3.

Sekolah Pelita Harapan Lippo Village: Junior School Learning Support Website (August 2020)

Designed and created a website/blog for Sekolah Pelita Harapan Lippo Village's Junior School Learning Support team using WordPress.

aerate - Indoor Air Quality Monitor & Dashboard [aerate.web.app] (September 2019 - July 2020)

Created for the university thesis, Aerate is a user-friendly, cloud-based cross-platform web application and hardware device that visualizes and informs the indoor air quality caused by exposure to dust particles, gasses, chemicals, and more. The application allows monitoring and visualizing indoor air quality in colorful, user-friendly graphics and even provides tips on increasing air quality. The app also acts as an alarm if an indoor pollutant passes a dangerous threshold. Technologies used: Arduino, C, JavaScript, Firebase, Bootstrap.

IB Survival Guide [ib.jamesgalaxy.com] (December 2017 - April 2020)

Created a website where students can access tips on passing IB as well as view good examples of my assignments so that other IB students can get help for free and without ads. The site has also been referred multiple times by teachers from different schools for their students to use. The site used to have hundreds and sometimes thousands of visitors per month and good engagement (mostly comments and questions from other IB students) as I had good SEO.

Tuna Prediction [github.com/jamesadhitthana/TunaForecaster] (May 2019 - July 2019)

Predicting and forecasting the future location of Tuna in Indonesia using SVM (Support Vector Machine) through Python and Dash.

Ready2Drink [github.com/jamesadhitthana/Ready2Drink] (October 2018 - December 2018)

Information

Date of Birth: 11 June 1998

Hobbies: Photography, Cinematography, Reading, Tinkering, Games (RimWorld, Cities Skylines & CS:GO), Watching Documentaries

Skills

Indonesian (Bahasa Indonesia)



Native Proficiency

English



Bilingual Proficiency

JavaScript



Developed multiple web applications

Java



Developed Android and JavaFX Desktop apps

Python



Developed desktop apps using PyAutoGUI

C++ and Arduino



Developed C++ apps and multiple Arduino Projects

Go (Golang)



Currently learning Golang during the pandemic

Firebase (Authentication / Hosting / Cloud Storage / NoSQL Realtime Database)



Developed multiple serverless Android and web apps

Bootstrap / HTML / CSS



Developed multiple websites and web apps

Adobe Photoshop / Lightroom / Premiere Pro / After Effects / Davinci Resolve



Experience in Photography & Cinematography

Ready2Drink is an Android app connected via Bluetooth to an Arduino that allows monitoring hot or cold drinks and receive notifications when drinks are "ready to drink".

Ducktionary [github.com/jamesadhitthana/Ducktionary] (October 2018-December 2018)

User-friendly native desktop dictionary created using Material Design utilizing Java, JavaFX, and JFoenix

Sentiment Analysis and Forecasts on American Fast Food Restaurants [github.com/jamesadhitthana/UPH_SentimentForecast] (September 2018 - November 2018)

Created a user friendly dashboard to find customer satisfaction in American fast-food restaurants and forecasted next year's satisfaction score using R and Shiny.

Volunteer

Fundraising July 2018

Yayasan Dutasia (Gerakan Peduli Antar Manusia)

Actively raised funds and donations in fundraiser events for families affected by leprosy.

Seminar Speaker: Orang Tua Zaman Now Melek Teknologi March 2018

Sekolah Don Bosco III

Spoke at a seminar on why and how parents must keep up with technology for the sake of their children.

Volunteer Teacher and Team Leader October 2017

Yayasan Mandiri Kreatif Indonesia (YAMAKINDO)

Led, created, and hosted "Fun Typing" which is an event designed to teach the youth how to type.

Volunteer and Team Leader April 2017

Yayasan Kasih Anak Kanker Indonesia

Led, co-created, and hosted an event for children affected by cancer.

Volunteer Teacher and Team Leader January 2015 - June 2015

SDN Sukadami 02

Created lesson plans and materials and taught primary school students English with other volunteers.

Volunteer and Team Leader June 2014 - June 2015

Panti Asuhan Komunitas Anak Maria Immaculata (KAMI Orphanage)

Helped orphanage children with homework and helped take care of the children.

Organizational and Committee Experience

Documentation September 2019

UPH: Mobile Legends ESports Tournament

In charge of all documentation (Photography & Cinematography) for the event.

Liaison Officer September 2018

UPH: National Programming and Logic Competition (PROLOG)

In charge of handling the competition's contestants and assisted the 3rd place team.

Documentation February 2018

UPH: Counter Strike Global Offensive (CS:GO) ESports Tournament

In charge of all of the documentation (Photography & Cinematography) for the event.

Liaison Officer September 2017

UPH: National Programming and Logic Competition (PROLOG)

In charge of handling the competition's contestants.

Achievements

Photography Challenge Winner May 2017

Pelita Harapan Photography Club (PHPC)

Won the photography challenge held by the Pelita Harapan Photography Club.

Photography Competition Third Place Winner September 2015

Sekolah Pelita Harapan Lippo Cikarang: creARTive Art Festival 2015

Won third place in the photography competition against students from other schools.

Information Technology Excellence Award 2010

Sekolah Pelita Harapan Lippo Cikarang

Awarded the yearly IT excellence award at Sekolah Pelita Harapan Lippo Cikarang.