

WAHYU NUSANTARA

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Hello, I'm Wahyu Nusantara. I'm a Software Engineer based in Yogyakarta. With a background in UI/UX design, 3D Modeling, Game development, and Web development, I have a great interest in the world of programming. My expertise spans various stacks and frameworks, including C#, JavaScript, PHP, Laravel, React.js, Flask, and Express.js. Additionally, I am proficient in managing data structure.

EDUCATION

AMIKOM University Yogyakarta

Sep 2020 – Nov 2023

Computer Science, Information Technology

- GPA : 3.99/4.00 (*Best Graduate Of Period 89*).
- Publishing a SINTA 3 journal about NFC as an alternative to Augmented Reality.
- Practicum assistant for 25 courses and coordinator for 6 sessions in Web, Game, Design, and Multimedia.

EXPERIENCE

PT. Akhdani Reka Solusi

Apr 2025 – Jul 2026

Full Stack Developer

- Developed the PLN Regional Control Center project using Laravel.
- Developed the PLN GIS project using ArcGIS and Python.
- Developed the PLN budgeting project using Laravel.

PT. HORUS TECHNOLOGY INDONESIA

May 2024 – Jul 2024

Full Stack Developer (*INTERNSHIP*)

- Developing backend systems and APIs for websites using Python.
- Developing full-stack websites using CakePHP and Laravel.

FORUM ASISTEN

Jul 2022 – Dec 2023

Full Stack Developer (*INTERNSHIP*)

- I developed a website for Practicum Assistant with features like registration, scheduling, and evaluations to simplify administration and enhance student interaction.
- I maintain the website's active status and ensure updates using a tech stack like Laravel, Express.js, and MySQL.
- I created over 40 interrelated tables such as user, certificate, polling, schedule, course, bank, attendance, and others.

PT SIAP CETAK INSPIRATION

May 2019 – Aug 2020

Graphic Design

- I am tasked with creating designs based on client directives and specifications.
- I adjust design settings and create layouts for printing based on client requirements.

ORGANIZATION AND VOLUNTEER

BOIM AMIKOM 2023 & BOIM AMIKOM 2024

Sep 2022 – Mar 2023

Web Development

- Responsible for designing the UI of the BOIM Amikom 2023 website.
- Developing a full-stack website using Laravel.

EXPO AMIKOM 2022

Aug 2022 – Oct 2022

Equipment Division and Web

- Developing the user interface design for the Expo AMIKOM 2022 website.
- Preparing the equipment needed for the Expo AMIKOM 2022 event.

SKILLS AND OTHER

Front-end : HTML, CSS, JavaScript, Livewire, React.js, Next.js, and Vue.js

Back-end : Node.js, Laravel, Express.js, and Flask.

Game Development : Unity Engine and Unreal Engine.

Multimedia : Premiere Pro, After Effects, Blender, CorelDraw, Figma, and Photoshop.

Award : Best Graduate Of Period 89, Best Gameplay BOIM Amikom 2022, Best of the Best Game, Best Digital Concept Art, and Best Idea & Concept of Modeling at the TI Exhibition.