

Aziz Fikri Hudaya

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Indonesia

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EDUCATION

Universitas Indonesia - Bachelor of Science in Computer Science Sept 2017 - Aug 2021

Depok, Indonesia

Cumulative GPA : 3.47 out of 4.00.

Related Courses : Human Computer Interaction, Web Design and Programming, Semantic Web, Game Development, Mobile Development (Android), Software Engineering

Universitas Bina Nusantara- Master of Science in Computer Science Nov 2023 - Aug 2025

Jakarta, Indonesia

Cumulative GPA : 3.81 out of 4.00.

Related Courses : Machine learning, Image Retrieval and Processing, Convolutional Neural Network

WORK EXPERIENCE

Sea Labs Indonesia - Frontend Engineer (Full Time) Jan 2022 - Present

Jakarta, Indonesia

- Contributed to the development of various internal applications across SEA Group (Shopee, Garena and Seabank) which were deployed across all countries where SEA Group operates.
- Played a key role in the development and maintenance of Shopee Bubble, a mini-game integrated within the Shopee app and launched in multiple regions.
- Developed and maintained the Content Management System (CMS) for Shopee Bubble, enabling dynamic game configurations tailored to different events and regional requirements.
- Utilized modern frontend technologies such as React.js, Vue.js, Next.js, and Cocos (game development framework).
- Collaborated with cross-functional teams across Shenzhen, Singapore, and Indonesia to ensure scalable, maintainable, and high-performance web and game-based solutions.

Permana Putra Mandiri - Web Developer (Intern) Sept 2021 - Dec 2021

Jakarta, Indonesia

Developing an integrated web application to manage medical equipment that will be rented by the company. Stack technology used in projects: Django (full stack), JQuery, and Figma (Wireframe). Responsible for creating basic foundations for websites and developing simple features on the web. Also in charge of providing lessons in learning the Django framework to other team members.

Psikologi UI - Game Developer (Intern) July 2020 - Sept 2020

Depok, Indonesia

Role as Game Developer. Creating a game based on trolley problem theory. Stack technology used: Godot (Game maker), Adobe Illustrator (assets maker), and Figma (Wireframing). Responsible for making background assets and intro game logic.

Referpal - Software Developer (Intern) Feb 2020 - June 2020

Jakarta, Indonesia

Developed a gamification to encourage users to refer a pal to recruit. Stack technology used: Express JS (Backend), Vue.js (Frontend), Figma (Wireframing), and SCSS (CSS preprocessor). Responsible for making a gateway from database into frontend side, convert wireframe design into code based on vue.js framework, create integrity and unit test in frontend side. Worked together with the Project Manager and the rest of the team members.

PROJECTS

NSX: Movie Finder App - *Developer*

Nov 2020 - Dec 2020

A semantic-website application that helps users find movies using ontology (linked data) from Wikidata & DBPedia. This is a project for the Semantic Web course. Developed using Django Framework and Jena Fuseki as Triple Store.

Skulite: Learning Place Finder App - *Developer*

Aug 2020 - Sept 2020

A PWA (Progressive Web App) based application that helps students that do not have enough facility to do online learning find the nearest learning places in order make their learning journey easier despite COVID-19 pandemic situation. This is a project for GEMASTIK 13 Software Development. Developed using Vue.js and Django Framework.

Celeng.in : Fintech App Design - *Developer*

Oct 2019 - Dec 2019

A Fintech app prototype designed for certain users. This is a project for the Human Computer Interaction course. Developed using Balsamiq, and Figma.

ACTIVITIES

Faculty of Computer Science, Universitas Indonesia - *Teaching Assistant*

Jan 2019 - Dec 2020

I have worked as a TA (Teaching Assistant) for 4 distinct courses in total. Here are my responsibilities as TA:

- Grade students' assignments
- Become middle-man between students and lecturers
- Attend meetings to discuss with lecturers and other TAs for course matters
- Assist students' understanding in various subjects

Assisted in the following courses: Web Design and Programming, Physics, Discrete Math 2, and System Programming

FUKI Media Design - *Staff, Head Staff*

Jan 2018 - Dec 2019

First year as staff at FUKI Media Design, made design for FUKI media content. Responsible for making fuki magazine. Second year as head staff at FUKI Media Design, still made designs for FUKI media content. Organize and manage staff to make fuki designs. Responsible for the overall FUKI design.

BKUI Media Design - *Staff*

May 2018 - Oct 2018

An annual event from BEM UI that helps high school students to identify the majors to be taken at the university. Responsible for making committee Id card and designing BKUI magazine.

ACHIEVEMENTS

- **Finalist (Top 30)** in **Software Development Competition - GEMASTIK 2020**, Indonesia, Indonesia.
- **Contestant** in **Different IT Competitions** and **Different topics** (Competitive Programming and Software Development).

SKILLS

Programming	: Python (5 Years), Java (4 Years), JS (7 Years), HTML (5 Years), CSS (5 Years)
Technical	: SQL, CI/CD, Git, Unit Testing, Web Development, Docker, Jira
Framework	: Django (Python), Flask (Python), Next (JS), Vue (JS), Express (JS), React (JS), Spring (Java)
Design	: Figma, MarvelApp, Balsamiq

Interests

: UI/UX, Game Development, Software Engineering

Languages

: Bahasa Indonesia (Native), English