

# Yohanes Eka Putra

+62-853-3761-8839 | [ekaadev9@gmail.com](mailto:ekaadev9@gmail.com) | [linkedin.com/in/yohaneseka](https://www.linkedin.com/in/yohaneseka) | [github.com/ekaadev](https://github.com/ekaadev)

## EDUCATION

---

### Universitas Katolik Darma Cendika

*Bachelor of Computer Science*

Surabaya, East Java

Sep. 2023 – Present

### Alkademi: Bootcamp

*Program Sekolah Beta Intensif - Nuxt.js*

Online

Aug. 2023 – Oct. 2023

## EXPERIENCE

---

### Software Engineer Internship

*Ukiramama*

Feb. 2026 – Present

Central Jakarta, Jakarta

- Developed and maintained automated test cases using Minitest in Ruby on Rails to ensure application reliability
- Performed manual testing including functional, regression, and exploratory testing to identify bugs and ensure quality
- Collaborated with developers to reproduce issues, validate fixes, and improve overall software quality

### Bootcamp Instructor

*Universitas Katolik Darma Cendika*

Sep. 2025 – Jan. 2026

Surabaya, East Java

- Taught bootcamp sessions on database fundamentals, programming introduction, and basic algorithms to university students
- Delivered hands-on training using MySQL and Python to help students understand core programming and data concepts
- Designed learning materials, exercises, and assignments to reinforce students' understanding of programming logic and database management

## PROJECTS

---

### Hegai: Generative AI | *Svelte Kit, Python, Supabase, Pinecone DB*

Jun. 2025 – Sep. 2025

- Developed a sermon-summarization platform using RAG (Retrieval-Augmented Generation) and Generative AI
- Built end-to-end features including data ingestion, embedding generation and AI-driven summarization workflows

### Clean Shoe: Web Application | *Svelte Kit, Supabase, Xendit*

Mar. 2025 – Aug. 2025

- Developed a full web application for a shoe-cleaning service business
- Integrated Xendit payment gateway for seamless online transactions
- Built both frontend and backend workflows to support end-to-end business operations

### Kaen: Roguelike Game | *Godot, Godot Script*

Sep. 2024 – Jan. 2025

- Designed and developed a 2D pixel-style roguelike game from concept to prototype
- Created game design elements such as level concepts, gameplay loops, and progression systems
- Implemented all gameplay logic using Godot Engine and GDScript

### Giros: Mobile Application | *Android Studio, Kotlin, Java, Gemini API*

Sep. 2024 – Feb. 2025

- Developed a mobile application that integrates with Gemini AI to generate playful "roasting" content based on GitHub profiles

### My Schedule: UI/UX Design | *Figma, Maze*

Mar. 2024 – Aug. 2024

- Designed a desktop task management application with a UI/UX approach to improve productivity and streamline daily workflows

## TECHNICAL SKILLS

---

**Languages:** Golang, SQL (Postgres, MySQL), TypeScript, JavaScript, HTML/CSS, Python, Ruby

**Frameworks:** Fiber, Next JS, Nuxt JS, Svelte Kit, Express JS, Node.js, FastAPI, Rails

**Developer Tools:** Git, Docker, Github Action, Google Cloud Platform, VS Code, PyCharm, IntelliJ

**Libraries:** React