

RANGGA YUDA

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ACADEMIC

POLITEKNIK NEGERI PADANG

D4 Software Engineering Technology

Current GPA: 3.69 / 4.00

- Pursuing an applied bachelor's degree while working full-time as a Fullstack Developer, combining academic software engineering with production web and mobile delivery.
- Relevant focus: software architecture, database design, backend API development, web/mobile application engineering, and software-development process.

SMK NEGERI 2 PADANG

Software Engineering (Vocational High School)

Final Grade Average: 88.53 / 100

- Completed a three-year vocational program in programming, web development, database design, and software/game development.
- Converted final-year software training into an industry internship at PT Appskep Indonesia; represented school in provincial TOEIC and math competitions.

PROFESSIONAL EXPERIENCE

PT APPSKEP INDONESIA

Fullstack Developer

- Own end-to-end delivery of production healthcare web systems across Go APIs, MySQL/GORM data models, React/Tailwind interfaces, environment configuration, deployment, and live operations.
- Built Askep, a hospital management system that turns structured nursing assessments into smart diagnosis suggestions and hospital-grade documentation such as assessment, handover, flowsheet, CPPT, care-plan, and discharge reports.
- Built AppsHomecare, a Go/React CRM that centralizes homecare assignments, patient records, nurse rosters, scheduling, and operational reporting in a single admin/operator dashboard.
- Built NurseSched, an automated nurse-scheduling system that replaces manual roster creation by generating assignments with shift, leave, fairness, and override constraints.
- Designed REST APIs with go-chi/GIN and integrated frontend workflows with Redux/Tailwind, focusing on maintainable data contracts and responsive operational dashboards.
- Managed backend/frontend deployment, environment configuration, and production support across Linux, AWS/GCP, Git, and Postman workflows.

PT APPSKEP INDONESIA

Fullstack Developer Intern

- Shipped production code alongside the core engineering team across API endpoints, database models, and React integrations using Go, MySQL/GORM, JavaScript, Git, and Postman.
- Practiced team engineering through code review, ticket-driven delivery, version control, and iteration on live healthcare products instead of isolated training projects.

PROJECTS

IRIS - INTEGRATED ROAD INTELLIGENCE SYSTEM

Team Leader, Project Manager, Fullstack Developer

- Led an AI road-damage platform unifying inspector mobile capture, citizen reporting, and admin operations across Flutter/GetX, YOLOv8, Go/go-chi, MySQL/GORM, React, and Tailwind CSS.
- Built mobile inspection flows for real-time YOLOv8 damage detection and reporting, then connected results to backend persistence and web-based operational review.
- Designed citizen workflows for map-based issue discovery, upvotes, comments, and smart-routing warnings that surface road-damage context before users choose a route.
- Coordinated scope, task assignment, integration, and final demo for an international competition; won 2nd Runner-up at Mobile App Competition 8.0, UNIMAS Sarawak, and presented the product in English in Malaysia.

ETC PADANG COMPANY PROFILE AND CMS

Fullstack Developer

- Built a Laravel/PHP CMS for ETC Padang so admins can manage company-profile content, public information, and site updates from a role-based dashboard.
- Developed student and instructor dashboards for learning-history review, report printing, student/registration management, applicant recap reports, and student report entry.
- Implemented fullstack workflows with MySQL/Eloquent, Tailwind CSS, Vite, JavaScript, and Firebase.

BRAINFEED - RSS FEED AGGREGATOR

Nov 2023 – Jun 2024

Fullstack Developer

- Developed a configurable RSS aggregator that scrapes sources at intervals, normalizes feed items, deduplicates records in MySQL, and exposes a clean single-pane reading interface.
- Built separate React/Tailwind frontend and Go/go-chi backend repositories, keeping ingestion, persistence, and UI layers maintainable.

UNINVITED GUEST - PSYCHOLOGICAL SURVIVAL HORROR GAME

Oct 2025 – Nov 2025

Team Leader, Game Developer

- Led a Unity/C# horror prototype where the player survives until dawn by managing Interruption Sequences and evading a procedurally aware intruder in a realistic home environment.
- Implemented intruder AI behavior, line-of-sight detection, tension pacing, and final-pitch delivery under hackathon constraints; won 2nd Place at Hackathon Cybertech.

CULTURA - 3D INTERACTIVE CULTURAL EXPLORATION GAME

Mar 2026

Game Developer

- Built a Unity/C# educational game where players explore culture-themed 3D environments and interact with AI-driven NPC tour guides that explain cultural knowledge.
- Designed exploration and dialogue interactions to turn cultural information into an interactive learning experience.

TECHNICAL SKILLS

Programming Languages: Go, JavaScript, TypeScript, Python, PHP, Dart, C#, Java, C

Frontend/Mobile: React.js, Next.js, Flutter, Tailwind CSS, Redux, Material UI, Shadcn

Backend/Data: Go, Node.js, Express.js, Laravel, FastAPI, Django, MySQL, PostgreSQL, GORM, Eloquent ORM

AI/DevOps/Tools: YOLOv8, OpenAI, LangChain, GitHub Actions, Linux, Vercel, AWS, GCP, Postman, Figma, Unity

Languages: Indonesian (Native), English (Professional Working Proficiency; TOEIC 880, 2023)

HONORS AND AWARDS

2026: 2nd Runner-up, Product Category - Mobile App Competition 8.0, UNIMAS Sarawak, Malaysia

2025: 2nd Place - Hackathon Cybertech, Politeknik Negeri Padang

2023: 3rd Place - TOEIC SMK Challenge Sumatera Barat; TOEIC score: 880

2023: Finalist - Casio Math Competition Sumatera Barat

CERTIFICATIONS

Junior Network Administrator: BNSP, Cert No. 61200 3513 3 0149985 2025, valid Aug 2025 - Aug 2028

Certificate of Competency: Software and Game Development, PT ARG Solusi Teknologi / SMK Negeri 2 Padang, Feb 2024